THE

AMERICAN HOYLE;

OR

GENTLEMAN'S HAND-BOOK OF GAMES:

CONTAINING

ALL THE GAMES PLAYED IN THE UNITED STATES,

WITH

RULES, DESCRIPTIONS, AND TECHNICALITIES, ADAPTED TO THE
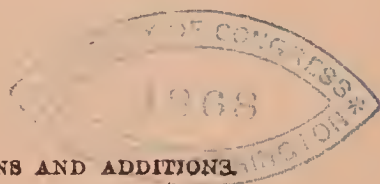AMERICAN METHODS OF PLAYING.

BY "TRUMPS."

William Brisbane Dick

Illustrated with numerous Diagrams and Engravings.

TO WHICH IS APPENDED

AN ELABORATE TREATISE ON THE DOCTRINE OF CHANCES.

FIFTH EDITION.

CAREFULLY REVISED WITH NUMEROUS CORRECTIONS AND ADDITIONS.

PUBLISHERS' PREFACE.

THE fact that no complete work on the popular games of this country has ever been published, together with the constantly increasing demand for such a work, induced the publication of the present volume. In it will be found all the Games common or fashionable with the American people, besides some which, though popular in particular localities, have not yet achieved a national reputation.

Hitherto our market has been supplied exclusively with reprints of Seymour, Hoyle, Bohn, and other English works, which do not at the present time meet the requirements of the American public, being in a great measure treatises upon Games either obsolete here, or adapted to the European rather than the American methods of playing. We need scarcely say, that many of our most popular Games are peculiarly American, while those of foreign origin have become so changed by American modifications, as to make the European rules and descriptions quite as likely to mislead as to instruct.

The task of collecting materials for the present work was confided to a gentleman of literary ability, having a thorough knowledge of Games, and possessing considerable reputation as a successful amateur player. Having a large circle of skilful amateur and professional friends, the editor availed himself of their valuable counsel upon all doubtful points ; and it has been his aim to simplify all the descriptions, technicalities, rules, and illustrations, and adapt them to the American style of playing.

The French game of BÉSIQUE, which has recently become so popular in this country, is given with the several variations in vogue with our players.

The article on EUCHRE is from the pen of an accomplished player, and a prominent member of one of our best clubs. The extended

space given to this favorite American game is deemed essential to the settlement of many disputed points which have from time to time arisen.

The treatise on the various games of BILLIARDS and POOL was compiled by permission of Mr. Michael Phelan, a gentleman whose pre-eminence in the Billiard world is universally acknowledged, and whose books are law wherever the American game is played.

BOSTON, DIVISION LOO, VINGT-UN, ALL-FOURS, PITCH, SIXTY-SIX, FORTY-FIVE, KENO, PROPS, MONTE, DOMINOES, AMERICAN ROULETTE, RUSSIAN BACKGAMMON, the different varieties of POKER, etc., are by the editor and other distinguished professional and amateur players.

The game of FARO has been prepared with great care, and is now for the first time correctly published in any book of Games. The Faro of Hoyle, as presented in the English editions, and in all American reprints, is a game long since obsolete, and will scarcely be recognized as the Faro of to-day. The same may be said of many of the games mentioned above.

WHIST, ECARTÉ, CRIBBAGE, PIQUET, QUADRILLE, LANSQUENET, REVERSIS, FRENCH ROULETTE, ROUGE ET NOIR, THE DOCTRINE OF CHANCES, and many of the minor card games, have been com piled chiefly from Bohn's Hand-Book of Games, The Modernized Hoyle, Matthews, and other of the best authorities.

CHESS, DRAUGHTS, and BACKGAMMON are all condensed from elaborate treatises by the most celebrated authorities. To insure the utmost attainable accuracy, all the games and problems have been carefully played upon the board since the present work was stereotyped, and numerous typographical errors which occurred in the original text of the works quoted have been corrected.

It has been the intention of the publishers of this work to make it the standard authority for all American Games. With this view, they have neglected no available research to render it as perfect and complete as possible, and think they may safely commend it to the American people as a reliable and trustworthy arbiter of all questions arising within its scope.

PREFACE TO THE FIFTH EDITION.

A BOOK claiming the position of arbiter on all points involved in the playing of games of chance and games of skill, must necessarily be revised and amplified from time to time, in order to keep pace with the changes in the rules governing these recreations, and to present the additions made by native and foreign ingenuity to their number.

The design of the publishers of this work is, to render it a STANDARD AUTHORITY on all games played in this country. It has been so considered hitherto, and each of the four editions already issued has enhanced its reputation as a work *au courant* with the age, and as a comprehensive and trustworthy book of reference.

A fifth edition is now imperatively required. New games have been invented, and material alterations have been made in several of the old ones. All these novelties and changes are faithfully reflected in the present edition. Great care has been exercised in the labor of revision, and it is believed that every inaccuracy which had crept into former issues has been corrected, and every phrase of doubtful import made clear. The best players at the New York Clubs have recently adopted certain rules in several games, which vary somewhat from the original laws, and these improvements or innovations—whichever they may be— are given in full in the present work.

Among the many important alterations introduced in the present edition of this work, attention is called to the following more prominent improvements on former editions.

Instead of the Laws of Whist which have heretofore appeared, are substituted those now adopted by the leading London clubs, prepared in 1867, by a committee of the best players, of which Hon. James Clay, M. P., was chairman.

The games of Draw and Straight Poker, and All-Fours, as well as the Laws of Euchre and Cassino have been entirely re-written.

The Laws of the American Four-Ball Game, and of the Three-Ball Game of Billiards, together with the Games of Fifteen Ball, and Pin Pool, as recently revised by Mr. Michael Phelan, the great Billiard authority, have been copied from the ninth edition of "The Game of Billiards," by the kind permission of Messrs. Phelan & Collender.

There are also very numerous minor additions and corrections, combining to meet all the modifications of the games up to the present time.

The article headed "Decisions on Disputed Points," which appeared in former editions, has been omitted in this, as the same matter is embraced in the several emendations already enumerated.

The publishers, in introducing the various modifications of standard games which occur in the following pages, must not be understood as *indorsing* them as legitimate; but as they exist and are extensively played in different parts of the country, it is proper that the rules which, by the common consent of the players, have been adopted for their government, should be placed on record. Disputes arise in illegitimate as well in other pastimes, and unless the oral laws which control such pastimes are put in print, how can the "vexed questions" be intelligently decided? It will be found, however, that the line is distinctly drawn between the standard games and their modifications, and that all new rules which clash with the law paramount prescribed by usage are designated as innovations.

It has been urged by a very high authority—a gentleman familiar with all American games, and who has been chosen umpire in many disputes relating thereto on account of his great experience in such matters—that in every species of card game the deal should be given, as in whist, to the player cutting the lowest card, the ace in all cases being considered the zero of the pack. There can be little doubt that the adoption of this comprehensive suggestion, in the form of a universal rule, would be wise and judicious; but inasmuch as it has not yet been authoritatively adopted, it is not deemed advisable to lay it down as an axiom in the present volume. The publishers have nothing to do with the

making of law; their duty to the public being simply to *record* the law, as sanctioned by general custom.

The scope and purpose of the work, as briefly explained in the foregoing remarks, will, it is believed, be approved by the whole public. It is intended alike for the proficient and the beginner— the expert, who has all games at his fingers' ends, and the tyro, whose fingers' ends are comparatively unfamiliar with any of them. Games, even when played solely for amusement, and to while away a few leisure hours (and this is their true and most wholesome use), should always be played correctly. Altercations, however, not unfrequently mar the pleasure of such encounters, and points of "card law" are often argued with as much acrimony in cases where not a penny is at stake as if thousands depended on the issue. Sometimes the contestants appeal to the weekly press, and agree to be governed by the dictum of the "Correspondents'" column. It is no disparagement to the newspapers (for editors cannot be expected to know every thing) to say that their dictum is frequently wrong, and thus is present error exalted and made a precedent for the sanctioning of error *in futuro*. It is manifest, therefore, that a reliable authority, competent to decide every *vexata quæstio* of the kind that may arise, is a social necessity. The present work claims to be such an authority.

Nor is it merely in its reliability as a book of reference that the value of the work consists. By studying and following its rules and suggestions, the tyro of to-day may within a reasonable length of time, and with a fair amount of practice, become a formidable antagonist at any of the games included in its repertoire.

New York, *April*, 1868.

CONTENTS.

THE AMERICAN HOYLE.

WHIST.

OF all card games, Whist is perhaps the most interesting; and certainly, if such a term can be used in regard to any thing in which mere chance is an element, the most scientific. As to its absolute origin, it is not necessary for us to inquire whether the game be a simple improvement on the "Ruff and Honors" spoken of by Seymour, or the "Slam," "Whisk," or "Swabbers" with which our forefathers beguiled their evenings in the pre-entertainment ages, which, from the absence of gas, may well be considered dark. Nor is it of much consequence to us whether this particular game of cards was familiar to the Greeks, Romans, Franks, Saxons, or Danes, or whether it was known in England in the days of good Queen Bess. Sufficient for our purpose that it is a good game, and that it has vastly improved since the days when Swift and Congreve played rubbers, and when the game enjoyed the honor of being mentioned in the polished lines of Pope and Thomson. "Whist," says Captain Crawley, "is the king of all card games. Unlike most others, it presents great scope for the exercise of judgment, memory, skill, and good temper. In variety it yields to none, and in scientific calculation it is superior to any. It is not a game determinable by chance alone, for a single error or miscalculation is sufficient to overthrow the apparently most certain triumph. It is an amazing trier of patience, and only he (or she) who can absolutely conquer its difficulties can hope to become a good player. It is necessary to have a 'calculating head' in order to excel, for reflection and memory are the two great qualities at

Whist. Four good players know, almost to a certainty, where every card is placed after the first or second round ; and two amateurs against two players stand very little more chance than they would if their cards were laid face upwards on the table.'' Whist is to be played in silence, for it is not a conversation game. And *à propos* of the name, here is an anecdote which, whether it be true or not, is worthy of preservation :—The Lords of the three Kingdoms (France, Spain, and Germany), after declaiming all day on affairs of State, found it necessary to rest their tongues at night ; so they invented a mute game, and called it *Whist !*

Among the chief writers on Whist since Hoyle, we may mention the names of Deschappelles, Major A. (whose *Short Whist* is a standard authority), Eidrah Trebor (Robert Hardie spelled backwards), J. W. Carleton (the editor of *Bohn's Hand-book of Games*), Mr. Watson, Cœlebs, and Captain Crawley. The gentleman who writes under this *nom de plume* has produced the latest, and perhaps the best work on the game, and to him we are indebted for many valuable hints and maxims.

It must be understood that Hoyle, in all his treatises, presumed that his readers possessed a certain preliminary knowledge of the several games, and that, therefore, a mere reproduction of his *Whist* would be but of small value to amateurs. In the following pages, we assume that our readers have no such previous knowledge, and we therefore begin at the beginning.

THE GAME.

Long Whist is played by four persons, with a *complete* pack of cards, fifty-two in number. The four players divide themselves into two parties, each player sitting opposite his partner. This division is usually accomplished by what is called *cutting the cards*, the two highest and the two lowest being partners ; or the partnership may be settled by each player drawing a card from the pack spread out on the table, or in any other way that may be decided on. The holder of the lowest card is the dealer. But previous to their being dealt, the cards are " made"—that is, shuffled—by the elder hand, and " cut" by the younger hand. The undermost card in the pack, after it has been shuffled and cut, is the " trump." These and other terms used in the game we shall presently explain.

The whole pack is now dealt out, card by card, the dealer beginning with the player on his left, the elder hand. The last card—the trump—is then turned face upwards on the table, where it remains till the first trick is won, and turned. The deal completed, each player takes up his allotted thirteen, and arranges them in his hand according to the several suits—the Hearts, Clubs, Spades, and Diamonds by themselves, in their regular order. The elder hand now leads or plays a card. His left-hand adversary follows, then his partner, and last of all his right-hand adversary. Each player must "follow suit," if he can, and the highest card of the suit led wins the "trick;" or if either player cannot follow suit, he either passes the suit—that is, plays some card of another suit—or trumps; that is, plays a card of the same suit or denomination as the turned-up card. Thus, we will suppose the first player leads a Nine of Spades, the second follows with a Ten, the third, who perhaps holds two high cards, plays a Queen, and the last a Two or Three. The trick would then belong to the third player, who won it with his Queen. The winner of the trick then leads off a card, and the others follow as before, and so on till the thirteen tricks are played. A second deal then takes place, as before, and so the game proceeds till one or the other side has obtained ten tricks, which is *game*.

The order and value of the Cards in Whist is as follows :—Ace is highest in play and lowest in cutting. Then follow King, Queen, Knave, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, the lowest.

But there are other ways of scoring points besides tricks. The four court cards of the trump suit are called *honors ;* and the holders of four, score *four* towards the game ; the holders of three, score *two ;* but if each player or each set of partners hold *two*, then honors are said to be *divided*, and no points are added to the game on either side. Thus, A. and C. (partners) have between them the Ace, Knave, and Queen. At the end of the deal or round, they say and score *two by honors ;* or, B. and D. hold Ace and King only, while A. and C. have Queen and Knave in their hands; then the *honors are divided.*

All tricks above six score to the game. All honors above two score in the way explained—*two* points for *three* honors, *four* points for *four* honors.

There being thirteen tricks which must be made in each round or deal, it follows that seven points may be gained, which, with the

1*

four honors, would finish the game in a single deal. This stroke of good fortune is, however, seldom attained. It is much more likely that four or five deals be made before the game is won. As already explained, *ten points* is game in Long Whist.

In Short Whist, which is the ordinary game cut in half, *five points* win. But if either side get up to *nine* points, then the holding of honors is of no advantage. In the language of the Whist-table, *at nine points honors do not count.* But at eight points, the player who holds two honors in his hand has what is called the privilege of *the call.* That is, he may ask his partner if he has an honor—"Can you one?" or "Have you an honor?" If the partner asked does hold the requisite Court card, the honors may be shown, the points scored, and the game ended. But the inquiry must not be made by the player holding the two honors *till it is his turn to play,* nor must the holder of a single honor inquire of his partner if he has two.

Nor does the holding of four honors entitle the partners to show them at any stage of the game except at eight points. To put the matter epigrammatically, *at six or seven points, tricks count before honors ; at eight points, honors count before tricks.*

At nine points honors do not count. It must be understood, however, that in order to count honors *at eight points, they must be shown before the first trick is turned, or they cannot be claimed* till the round is completed. Thus it might happen that the partners at eight points, holding the honors between them, and neglecting to show them, would be beaten, even though the other side wanted three or four tricks for the game.

A Single Game is won by the side which first obtains the ten points by a majority of one, two, three, or four points.

A Double Game is made when one side obtains *ten* points before the other has scored *five.*

A Lurch or Triplet is won by the obtainment of ten points to nothing on the other side.

A Rubber is two games won out of three.

The Points of a Rubber are reckoned thus wise :—For the single game, *one* point ; for the double, *two* points ; and for the rub, *two* points. Thus it is possible to obtain *six* points in one rubber—namely, two doubles and the rub.

The above explanations refer, of course, to games that are played for money stakes, but the more usual plan now a-days is to play

Whist for a small stake on each game, without regard to what are called the *points of the game.*

A Lurch or Triplet is in some companies reckoned for *three* points. Generally, however, a lurch is only counted as a double game where triplets are counted; it is possible, therefore, for the winners to obtain *eight* points.

A Slam is when the whole thirteen tricks are won in a single hand. It is ordinarily reckoned equal to a full rubber of six points. All these matters are, of course, subject to the practice of, or previous agreement among, the players. If nothing be stated at the commencement of the play, then it would be understood that the stakes played for were determined by each single game.

The game is usually marked on the table by coins or counters, or by the holes in a Cribbage-board. Many pretty little contrivances have been invented as Whist-markers; but if coins be used, the following is the simplest way of arranging them in order to denote the *score* :

1	2	3	4	5	6	7	8	9
			O	O O	O	O O O	O O	O
O	O O	O O O	O O	O	O O O	O	O O	O
								O

Or thus—a plan in which the unit *above* stands for *three*, or *below* for *five* :

4	5	6	7	8	9		9
	O	O	O O	O O O	O O O O		O
O O O O	O O	O O O	O	O	O	or	O
			O				O

But we have not yet quite got over the alphabet of the game. It is absolutely necessary that the tyro should make himself fully acquainted with the following—

TECHNICAL TERMS USED IN WHIST.

Ace.—Highest in play, lowest in cutting.

Blue Peter.—A signal for trumps, allowable in modern play. This term is used when a high card is *unnecessarily played* in place of

one of lower denomination, as a ten for a seven, a five for a deuce, &c.

Bumper.—Two games won in succession before adversaries have won one ; that is, a rubber of full points—Five at Long Whist, Eight at Short.

Cut.—Lifting the cards when the uppermost portion (not fewer than three) is placed below the rest. The pack is then ready for the dealer.

Cutting-in.—Deciding the deal by each player taking up not fewer than three cards, and the two highest and two lowest become partners. In case of ties, the cards must be cut again.

Cutting-out.—In case of other person or persons wishing to play, the cut is adopted as before, when the highest (or lowest, as may be agreed on) stands out of the game, and does not play.

Call, the.—The privilege of the player at eight points asking his partner if he holds an honor—" Have you one ?"   The part-ners having eight points are said to *have the call*.   When each side stands at eight, the first player has the privilege.   As explained in a previous page, no player can call till it is his turn to play.

Deal.—The proper distribution of the cards, from left to right, face downwards.

Deal, miss.—A misdeal is made by giving a card too many or too few to either player ; in which case the deal passes to the next hand.   (*See* Laws.)

Deal, fresh.—A fresh or new deal, rendered necessary by any vio-lation of the laws, or by any accident to the cards or players.

Double.—Ten points scored at Long Whist before adversaries have obtained five ; or in Short Whist. five before three.

Elder-hand.—The player to the left of the dealer.

Faced Card.—A card improperly shown in process of dealing. It is in the power of adversaries in such cases to demand a new deal.

Finessing.—A term used when a player endeavors to conceal his strength, as when, having the best and third best (as Ace and Queen), he plays the latter, and risks his adversary holding the second best (the King).   If he succeed in winning with his Queen, he gains a clear trick, because if his adversary throws away on the Queen, the Ace is certain of making a trick.   The term finessing may be literally explained by saying a player

chances an inferior card to win a trick with while he holds the King card in his hand.

Forcing.—This term is employed when the player obliges his adversary or partner to play his trump or pass the trick. As, for instance, when the player holds the last two cards in a suit, and plays one of them.

Hand.—The thirteen cards dealt to each player.

Honors.—Ace, King, Queen, and Knave of trumps, reckoned in the order here given.

Jack.—The Knave of any suit.

King Card.—The highest unplayed card in any suit; the leading or winning card.

Lead, the.—The first player's card, or the card next played by the winner of the last trick.

Long Trumps.—The last trump card in hand, one or more, when the rest are all played. It is important to retain a trump in an otherwise weak hand.

Loose Card.—A card of no value, which may be thrown away on any trick won by your partner or adversary.

Longs.—Long Whist, as opposed to short.

Lurch.—The players who make the double point are said to have lurched their adversaries.

Love.—No points to score. Nothing.

Marking the Game.—Making the score apparent, with coins, &c.. as before explained.

No Game.—A game at which the players make no score.

Opposition.—Side against side.

Points.—The score obtained by tricks and honors. The wagering or winning periods of the game.

Quarte.—Four cards in sequence.

Quarte Major.—A sequence of Ace, King, Queen, and Knave.

Quint.—Five successive cards in a suit; a sequence of five, as King, Queen, Knave, Ten and Nine.

Renounce.—Possessing no card of the suit led, and playing another which is not a trump.

Revoke.—Playing a card different from the suit led, though the player can follow suit. The penalty for the error, whether made purposely or by accident, is the forfeiture of three tricks. (*See* Laws.)

Rubber.—The best two of three games.

Ruffing.—Another term for trumping a suit other than trumps.

Sequence.—Cards following in their natural order, as Ace, King, Queen ; Two, Three, Four, &c. There may, therefore, be a sequence of Four, Five, Six, and so on.

Single.—Scoring, at long whist, ten tricks before your adversaries have scored five.

See-saw.—When each partner trumps a suit. For instance, A. holds no Diamonds, and B. no Hearts. When A. plays Hearts, B. trumps and returns a Diamond, which A. trumps and returns a Heart, and so on.

Score.—The points gained in a game or rubber.

Slam.—Winning every trick in a round.

Shorts.—Short whist as opposed to long.

Tenace.—Holding the best and third best of any suit led when last player. Holding tenace ; as King and Ten of Clubs. When your adversary leads that suit, you win two tricks perforce. [*Tenace minor* means the second and fourth best of any suit.]

Treble.—Scoring five (at Short Whist) before your adversaries have marked one.

Terce.—A sequence of three cards in any suit.

Terce Major.—Ace, King, and Queen of any suit held in one hand.

Tricks.—The four cards played, including the lead.

Trump.—The last card in the deal ; the turn-up.

Trumps.—Cards of the same suit as the turn-up.

Ties.—Cards of like denomination, as two Kings, Queens, &c. Cards of the same number of pips.

Trumping Suit.—Playing a trump to any other suit led.

Underplay.—Playing to mislead your adversaries ; as by leading a small card though you hold the King card of the suit.

Younger Hand.—The player to the right of the dealer.

The following are given in most of the treatises on Whist as standing rules for young players. They are of course liable to variation according to the exigencies of the game, as will be seen on perusal of the succeeding pages. Mr. Carleton quotes them without alteration from Watson, who probably got them from some one else. They are known as

BOB SHORT'S RULES

BOB SHORT'S RULES.

FOR FIRST HAND OR LEAD.

1. Lead from your strong suit, and be cautious how you change suits ; and keep a commanding card to bring it in again.

2. Lead through the strong suit and up to the weak, but not in trumps, unless very strong in them.

3. Lead the highest of a sequence ; but if you have a quart or quint to a King, lead the lowest.

4. Lead through an honor, particularly if the game be much against you.

5. Lead your best trump, if the adversaries be eight, and you have no honor ; but not if you have four trumps, unless you have a sequence.

6. Lead a trump if you have four or five, or a strong hand ; but not if weak.

7. Having Ace, King, and two or three small cards, lead Ace and King, if weak in trumps, but a small one if strong in them.

8. If you have the last trump, with some winning cards, and one losing card only, lead the losing card.

9. Return your partner's lead, not the adversaries' ; and if you have only three originally, play the best ; but you need not return it immediately, when you win with the King, Queen, or Knave, and have only small ones, or when you hold a good sequence, have a strong suit, or have five trumps.

10. Do not lead from Ace Queen, or Ace Knave.

11. Do not lead an Ace, unless you have a King.

12. Do not lead a thirteenth card, unless trumps be out.

13. Do not trump a thirteenth card, unless you be last player, or want the lead.

14. Keep a small card to return your partner's lead.

15. Be cautious in trumping a card when strong in trumps, particularly if you have a strong suit.

16. Having only a few small trumps, make them when you can.

17. If your partner refuses to trump a suit, of which he knows you have not the best, lead your best trump.

18. When you hold all the remaining trumps play one, and then try to put the lead in your partner's hand.

19. Remember how many of each suit are out, and what is the best card left in each hand.

20. Never force your partner if you are weak in trumps, unless you have a renounce, or want the odd trick.

21. When playing for the odd trick, be cautious of trumping out, especially if your partner be likely to trump a suit; make all the tricks you can early, and avoid finessing.

22. If you take a trick, and have a sequence, win with the lowest.

FOR SECOND HAND.

23. With King, Queen, and small cards, play a small one, when not strong in trumps. But if weak, play the King. With Ace, King, Queen, or Knave, only, and a small card, play the small one.

FOR THIRD HAND.

24. With Ace and Queen, play her majesty, and if she wins, return the Ace. In all other cases the third hand should play his best card when his partner has led a low one. It is a safe rule for third hand to play his highest.

FOR ALL THE PLAYERS.

25. Fail not, when in your power, to make the odd trick.

26. Attend to the game, and play accordingly.

27. Hold the turn-up card as long as possible, and so keep your adversaries from a knowledge of your strength.

28. Retain a high trump as long as you can.

29. When in doubt win the trick.

30. PLAY THE GAME FAIRLY AND KEEP YOUR TEMPER.

THE LAWS OF WHIST.

Now, it must never be forgotten that in no important particular has the game of Whist been altered since the days of Hoyle. What modern editors have done, has been to render plain the instructions of that excellent authority, and to give in few words what he gave in many.

Well, then, having got so far—having conquered the alphabet of

Whist—we come now to consider the laws by which, in all companies, the game is governed. We shall endeavor to make very plain and easy what is necessary to be remembered by all players, giving the rules *pure et simple*, and adding such explanatory remarks as may seem needful in separate paragraphs within brackets.

THE LAWS OF WHIST.

THE RUBBER.

1. The rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of ten points. Each trick, above six, counts one point.

3. Honors, *i. e.*, Ace, King, Queen, and Knave of trumps, are thus reckoned:

If a player and his partner, either separately or conjointly, hold—

I. The four honors, they score four points.

II. Any three honors, they score two points.

III. Only two honors, they do not score.

4. Those players who, at the commencement of a deal, are at the score of nine, cannot score honors.

5. The penalty for a revoke takes precedence of all other scores. Tricks score next. Honors last.

6. Honors, unless claimed before the trump card of the following deal is turned up, cannot be scored.

7. To score honors is not sufficient; they must be called at the end of the hand: if so called, they may be scored at any time during the game.

8. If an erroneous score be proved, such mistake can be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the trump card of the following deal has been turned up.

9. If an erroneous score, affecting the amount of the rubber, be proved, such mistake can be rectified at any time during the rubber.

CUTTING.

10. The ace is the lowest card.

11. In all cases, every one must cut from the same pack.

12. Should a player expose more than one card, he must cut again.

13. If there are more than four candidates, the players are selected by cutting; those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and having once made his selection, must abide by it.

14. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any aftercomer to enter the table.

15. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

16. Three players, cutting cards of equal value, cut again; should the fourth (or remaining) card be the highest, the two lowest of the new cut are partners, the lower of those two the dealer; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

[*Example.*—Three aces and a two are cut. The three aces cut again; the two is the original high, and plays with the highest. Suppose at the second cut two more twos and a king are drawn; the king plays with the original two, and the other pair of twos cut again for deal. Now suppose the second cut to consist of an ace and two knaves; the two knaves cut again, and the highest plays with the two.]

17. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others, is, or are, out; but when all have played the same number, they must cut to decide upon the out-goers; the highest are out.

SHUFFLING.

18. The pack must neither be shuffled below the table nor so that the face of any card be seen.

[It is a common error to suppose that the cards may not be shuffled by dealing them out on the table. The law imposes no restriction as to the mode of shuffling.]

19. The pack must not be shuffled during the play of the hand.

20. Each player has a right to shuffle once only, except as provided by Rule 22, prior to a deal, after a false cut, or when a new deal has occurred.

[It is unusual to be over-fastidious, the preparation of the dealer's pack being ordinarily entrusted to his left-hand adversary, and the alternate pack to the dealer's partner. No one is obliged to shuffle: nor can any one reclaim the privilege after relinquishment of his due turn.]

21. Each player after shuffling must place the cards properly collected and face downwards, to the left of the player about to deal.

22. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

23. Each player deals in his turn; the right of dealing goes to the left.

24. The player on the dealer's right cuts the pack, and, in dividing it, must not leave fewer than four cards in either packet; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

25. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention; he can neither re-shuffle nor re-cut his cards.

26. When the pack is cut with the dealer's consent, should the dealer shuffle the cards, he loses his deal.

[The dealer's consent is implied by his presenting the pack to be cut. It is important to note the distinction between a *misdeal*, which forfeits the deal to the adversaries, and a *new deal*, when the same dealer deals again.]

A NEW DEAL.

27. There must be a new deal—

I. If during a deal, or during the play of a hand, the pack be proved incorrect or imperfect.

II. If any card, excepting the last, be faced in the pack.

28. If, whilst dealing, a card be exposed by the dealer or his

partner, should neither of the adversaries have touched the cards, the latter can claim a new deal; a card exposed by either adversary gives that claim to the dealer, provided that his partner has not touched a card; if a new deal does not take place, the exposed card cannot be called.

29. If, during dealing, a player touch any of his cards, the adversaries may do the same, without losing their privilege of claiming a new deal, should chance give them such option.

30. If, in dealing, one of the last cards be exposed, and the dealer turn up the trump before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

31. If a player, whilst dealing, look at the trump card, his adversaries have a right to see it, and may exact a new deal.

32. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

A MISDEAL.

33. A misdeal loses the deal.

34. It is a misdeal—

I. Unless the cards are dealt into four packets, one at a time in regular rotation, beginning with the player to the dealer's left.

II. Should the dealer place the last (*i. e.*, the trump) card, face downwards, on his own or any other pack.

III. Should the trump card not come in its regular order to the dealer; but he does not lose his deal if the pack be proved imperfect.

IV. Should a player have fourteen cards, and either of the other players less than thirteen.

V. Should the dealer, under the impression that he has made a mistake, either count the cards on the table or the remainder of the pack.

VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third; but if, prior to dealing that third card, the dealer can, by altering the position of one card only, rectify such error, he may do so, except as provided by the second paragraph of this law.

VII. Should the dealer omit to have the pack cut to him, and

the adversaries discover the error prior to the trump card being turned up, and before looking at their cards, but not after having done so.

35. A misdeal does not lose the deal if, during the dealing, either of the adversaries touch the cards prior to the dealer's partner having done so; but should the latter have first interfered with the cards, notwithstanding either or both the adversaries have subsequently done the same, the deal is lost.

36. Should three players have their right number of cards, the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is answerable for any revoke he may have made as if the missing card or cards had been in his hand; he may search the other pack for it or them.

37. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

38. Any one dealing out of turn, or with the adversary's cards, may be stopped before the trump card is turned up; after which the game must proceed as if no mistake had been made.

39. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

40. If the adversaries interrupt a dealer whilst dealing, either by questioning the score or asserting that it is not his deal, and fail to establish such claim, should a misdeal occur, he may deal again.

41. Should a player take his partner's deal and misdeal, the latter is liable to the usual penalty, and the adversary next in rotation to the player who ought to have dealt then deals.

THE TRUMP CARD.

42. The dealer, when it is his turn to play to the first trick, should take the trump card into his hand; if left on the table after the first trick be turned and quitted, it is liable to be called; his partner may at any time remind him of the liability.

[It is commonly supposed that the dealer may not take up the trump card till *after* he has played. The strict law is as above; the object of it is that the dealer should not have two cards on the table at the same time.]

43. After the dealer has taken the trump card into his hand, it cannot be asked for; a player naming it at any time during the play of that hand is liable to have his highest or lowest trump called.

[Any player may be told what the trump suit is.]

44. If the dealer take the trump card into his hand before it is his turn to play, he may be desired to lay it on the table; should he show a wrong card, this card may be called, as also a second, a third, &c., until the trump card be produced.

45. If the dealer declare himself unable to recollect the trump card, his highest or lowest trump may be called at any time during that hand, and, unless it cause him to revoke, must be played; the call may be repeated, but not changed, *i. e.*, from highest to lowest, or *vice versa*, until such card is played.

[If the dealer forgets which was the trump card, the club custom is to make him expose one card after another till he shows the right one. In the opinion of the writer, "Cavendish," this penalty is too severe, and could rarely be enforced in private circles without giving rise to ill feeling.]

CARDS LIABLE TO BE CALLED.

46. All exposed cards are liable to be called, and must be left on the table; but a card is not an exposed card when dropped on the floor or elsewhere below the table.

The following are exposed cards:—

I. Two or more cards played at once.

II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

47. If any one play to an imperfect trick the best card on the table, or lead one which is a winning card as against his adversaries, and then lead again, or play several such winning cards one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

[*Vide* note to law 58.]

48. If a player, or players, under the impression that the game is lost or won, or for other reasons, throw his or their cards on the table face upwards, such cards are exposed, and liable to be called,

each player's by the adversary ; but should one player alone re-
tain his hand he cannot be forced to abandon it.

49. If all four players throw their cards on the table face up-
wards, the hands are abandoned, and no one can again take up his
cards. Should this general exhibition show that the game might
have been saved or won, neither claim can be entertained unless a
revoke be established. The revoking players are then liable to the
following penalties : they cannot under any circumstances win the
game by the result of that hand, and the adversaries may add
three to their score, or deduct three from that of the revoking
players.

50. A card detached from the rest of the hand so as to be named,
is liable to be called ; but should the adversary name a wrong
card, he is liable to have a suit called when he or his partner has
the lead.

[In private circles, the penalty for separating cards is sometimes not enforced. In
the writer's opinion, the strict game should always be played. Owing to confusing
between exposed and separated cards, it is a common error to suppose that exposed
cards must be named. Another common error is, that a player may be prevented
from playing an exposed card ; whereas, if an exposed card is got rid of in course
of play, no penalty remains. If more than one card is exposed at one time, the
adversaries may choose which of the exposed cards they will first call, and so on
with the others. It is a common error to suppose that when two cards are ex-
posed in leading, or in playing to a trick, only one of them can be called.]

51. If a player, who has rendered himself liable to have the
highest or lowest of a suit called, fail to play as desired, or if when
called on to lead one suit he lead another, having in his hand one
or more cards of that suit demanded, he incurs the penalty of a
revoke.

52. If any player lead out of turn, his adversaries may either
call the card erroneously led, or may call a suit from him or his
partner when it is next the turn of either of them to lead.

53. If any player lead out of turn, and the other three have fol-
lowed him, the trick is complete and the error cannot be rectified ;
but if only the second, or the second and third, have played to
the false lead, their cards, on discovery of the mistake, are taken
back : there is no penalty against any one, excepting the original
offender, whose card may be called, or he or his partner, when
either of them has next the lead, may be compelled to play any
suit demanded by the adversaries.

54. In no case can a player be compelled to play a card which would oblige him to revoke.

55. The call of a card may be repeated until such card has been played.

56. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

57. If the third hand play before the second, the fourth hand may play before his partner.

58. Should the third hand not have played, and the fourth play before his partner, the latter may be called on to win, or not to win, the trick.

[If in the case mentioned (Law 58), the second player has none of the suit led, he may, of course, be required to trump or not to trump the trick.—*Vide* law 47.]

59. If any one omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

60. If any one play two cards to the same trick, or mix his trump or other card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many; should this be the case, they may be searched, and the card restored; the player is, however, liable for all revokes which he may meanwhile made.

THE REVOKE

61. Is when a player, holding one or more cards of the suit led, plays a card of a different suit.

62. The penalty for a revoke—

I. Is at the option of the adversaries, who at the end of the hand may either take three tricks from the revoking player, or deduct three points from his score, or add three to their own score;

II. Can be claimed for as many revokes as occur during the hand.

III. Is applicable only to the score of the game in which it occurs.

IV. Cannot be divided; *i. e.*, a player cannot add one or two to his own score and deduct one or two from the revoking player.

V. Takes precedence of every other score.

63. A revoke is established if the trick in which it occur be turned and quitted, *i. e.*, the hand removed from that trick after it has been turned face downwards on the table, or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

64. A player may ask his partner whether he has not a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

65. At the end of the hand, the claimants of a revoke may search all the tricks.

66. If a player discover his mistake in time to save a revoke, the adversaries, whenever they think fit, may call the card thus played in error, or may require him to play his highest or lowest card to that trick in which he has renounced; any player or players who have played after him may withdraw their cards and substitute others: the cards withdrawn are not liable to be called.

67. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim and possible establishment of the penalty.

68. A revoke cannot be claimed after the cards have been cut for the following deal.

69. The revoking player and his partner may, under all circumstances, require the hand in which the revoke has been detected to be played out.

70. If a revoke occur, be claimed and proved, bets on the odd trick or on amount of score, must be decided by the actual state of the latter, after the penalty is paid.

2

71. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game ; each is punished at the discretion of his adversary.

72. In whatever way the penalty be enforced, under no circumstances can a player win the game by the result of the hand during which he has revoked ; he cannot score more than nine.

[See Law 51.]

CALLING HONORS.

73. If any one calls after having played ; or reminds his partner of calling, after the deal is completed ; the adversaries may claim a fresh deal.

74. If any one calls without having two honors ; or without being at the score of eight ; or shall answer the call without having an honor ; the adversaries may consult as to a fresh deal, reclaiming their hands if thrown down.

GENERAL RULES.

75. Where a player and his partner have an option of exacting from their adversaries one of two penalties, they should agree who is to make the election, but must not consult with one another which of the two penalties it is advisable to exact ; if they do so consult, they lose their right ; and if either of them, with or without consent of his partner, demand a penalty to which he is entitled, such decision is final.

[This rule does not apply in exacting the penalties for a revoke ; partners have then a right to consult.]

76. Any one during the play of a trick, or after the four cards are played, and before—but not after—they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

77. If any one, prior to his partner playing, should call attention to the trick,—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him,—the adversaries may require that opponent's partner to play the highest or lowest of the suit then led, or to win or lose the trick.

[The only INTIMATIONS allowed, are those specified in the laws. There is no direct penalty for other intimations, owing to the difficulty, if not impossibility, of defining what an intimation is. Thus, though it is very improper for any one to indicate the nature of his hand by any gesture, there is no direct penalty for so doing. The indirect penalty for intimations is, that the person who persists in making them will soon find no one to play with him.]

78. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

79. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand, viz. : the four cards on the table which have not been turned and quitted, and the last trick turned.

80. Any player (on paying for them), before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

81. A bystander, by agreement among the players, may decide any question.

82. A card or cards torn or marked must either be replaced by agreement, or new cards called at the expense of the table.

[These latter are all club laws, and therefore not applicable to a social rubber.]

MAXIMS ADOPTED BY ALL THE BEST WRITERS ON THE GAME.

THE LEAD—FIRST HAND.

Begin with the suit of which you have the greatest number ; for when trumps are out, you will probably make tricks in it.

If you hold equal numbers in different suits, begin with the strongest ; it is the least liable to injure your partner.

Sequences are always eligible leads ; they support your partner's hand without injuring your own.

Lead from King or Queen, rather than from a single Ace ; for since your opponents will lead from contrary suits, your Ace will be powerful against them.

Lead from King rather than Queen, and from Queen rather than Knave ; for the stronger the suit, the less is your partner endangered.

Do not lead from Ace Queen, or Ace Knave, till you are obliged ; for if that suit be led by your opponents, you have a good chance of making two tricks in it.

In sequences to a Queen, Knave, or Ten, begin with the highest, and so distress your left-hand adversary.

With Ace, King, and Knave, lead the King ; if strong in trumps, you may wait the return of this suit, and finesse the Knave.

With Ace, Queen, and one small card, lead the small one ; by this lead, your partner has a chance of making the Knave.

With Ace, King, and two or three small cards, play Ace and King if weak, but a small card if strong in trumps; when strong in trumps, you may give your partner the chance of making the first trick.

With King, Queen, and one small card, play the small one; **for** your partner has an equal chance to win, and there is little fear of your making King or Queen.

With King, Queen, and two or three small cards, lead a small card if strong, and the King if weak in trumps; strength in trumps entitles you to play a backward game, and give your partner a chance of winning the first trick. But if weak in trumps, lead the King and Queen, to secure a trick in that suit.

With Ace, with four small cards, and no other good suit, play a small one if strong in trumps, and the Ace if weak; strength in trumps may enable you to make one or two of the small cards, although your partner cannot support your lead.

With King, Knave, and Ten, lead the Ten; if your partner has the Ace, you may probably make three tricks, whether he pass the Ten or not.

With King, Queen, and Ten, lead the King; for if it fail, by putting on the Ten, upon the return of the suit from your partner, you may make two tricks.

With Queen, Knave, and Nine, lead the Queen; upon the return of that suit from your partner, by putting on the Nine, you may make the Knave.

SECOND HAND.

With Ace, King, and small ones, play a small card if strong in trumps, but the King if weak. Otherwise your Ace or King might be trumped in the latter case. Except in critical cases, no hazard should be run with few trumps.

With Ace, Queen, and small cards, play a small one; upon the return of that suit you may make two tricks.

With Ace, Knave, and small cards, play a small one; upon the return of that suit you may make two tricks.

With Ten or Nine, with small cards, play a small one. By this plan, you may make two tricks in the suit.

With King, Queen, Ten, and small cards, play the Queen. By playing the Ten on the return of the suit, you stand a good chance of making two tricks.

With King, Queen, and small cards, play a small card if strong in trumps, but the Queen if weak in them; for strength in trumps warrants a backward game. It is advantageous to keep back your adversaries' suit.

With a sequence to your highest card in the suit, play the lowest of it, for by this means your partner is informed of your strength.

With Queen, Knave, and small ones, play the Knave, because you will probably secure a trick.

With Queen, Ten, and small ones, play a small one, for your partner has an equal chance to win.

With either Ace, King, Queen, or Knave, with small cards, play a small one; your partner has an equal chance to win the trick.

With either Ace, King, Queen, or Knave, with one small card only, play the small one, for otherwise your adversary will finesse upon you.

If a Queen of trumps be led, and you hold the King, put that on; if your partner hold the Ace, you do no harm; and if the King be taken, the adversaries have played two honors to one.

If a Knave of trumps be led, and you hold the Queen, put it on; for, at the worst, you bring down two honors for one.

If a King be led, and you hold Ace, Knave, and small ones, play the Ace, which can only make one trick.

THIRD HAND.

The third hand plays high.

With Ace and King, play the Ace and immediately return the King. It is not necessary that you should keep the command of your partner's hand.

With Ace and Queen, play the Ace and return the Queen. By this means you make a certain trick, though it is sometimes policy to play the Queen. Your partner is, however, best supported by the old-fashioned method.

With Ace and Knave, play the Ace and return the Knave, in order to strengthen your partner's hand.

With King and Knave, play the King; and if it win, return the Knave.

Play the best when your partner leads a small card, as it best supports him.

If you hold Ace and one small card only, and your partner lead the King, put on the Ace, and return the small one; for, otherwise, your Ace may be an obstruction to his suit.

If you hold King and only one small card, and your partner lead the Ace, when the trumps be out play the King; for, by putting on the King, there will be no obstruction to the suit.

FOURTH HAND.

If a King be led, and you hold Ace, Knave, and a small card, play the small one; for, supposing the Queen to follow, you will probably make both Ace and Knave.

When the third hand is weak in his partner's lead, you may often return that suit to great advantage; but this rule must not be applied to trumps, unless you are very strong indeed.

Never neglect to secure the trick if there is any doubt about the game.

If you hold the thirteenth trump, retain it to make a trick when your partner fails in his lead.

If you stand in the nine holes, make all the tricks you can; but at the same time be careful. Watch the game narrowly, and look well to your partner's lead.

LEADING TRUMPS.

Lead trumps from a strong hand, but never from a weak one; by which means you will secure your good cards from being trumped.

Never trump out with a bad hand, although you hold five small trumps; for, since your cards are bad, you only bring out your adversaries' good ones.

If you hold Ace, King, Knave, and three small trumps, play Ace and King; for the probability of the Queen falling is in your favor.

If you hold Ace, King, Knave, and one or two small trumps, play the King, and wait the return from your partner to put on the Knave. By this plan you may win the Queen. But if you have particular reasons to exhaust trumps, play two rounds, and then your strong suit.

If you hold Ace, King, and two or three small trumps, lead a small one, with a view to let your partner win the first trick; but if

you have good reason for getting out trumps, play three rounds, or play Ace and King, and then your strong suit.

If your adversaries are eight, and you hold no honor, throw off your best trump; for if your partner has not two honors you lose the game. But if he should happen to hold two honors—as he probably would—you have a strong commanding game.

Holding Ace, Queen, Knave, and small trumps, play the Knave; by this means, the King only can make against you.

Holding Ace, Queen, Ten, and one or two small trumps, lead a small one; this will give your partner a chance to win the first trick, and keep the command in your own hand.

Holding King, Queen, Ten, and small trumps, lead the King; for if the King be lost, upon the return of trumps you may finesse the Ten.

Holding King, Knave, Ten, and small ones, lead the Knave; it will prevent the adversaries from making a small trump.

Holding Queen, Knave, Nine, and small trumps, lead the Queen; if your partner hold the Ace, you have a chance of making the whole suit.

Holding Queen, Knave, and two or three small trumps, lead the Queen.

Holding Knave, Ten, Eight, and small trumps, lead the Knave; on the return of trumps you may finesse the Eight.

Holding Knave, Ten, and three small trumps, lead the Knave; this will most distress your adversaries, unless two honors are held on your right hand, the odds against which are about three to one.

Holding only small trumps, play the highest; by which means you support your partner.

Holding a sequence, begin with the highest; thus your partner is instructed how to play his hand, and cannot be injured.

If any honor be turned up on your left, and the game much against you, lead a trump as soon as you can. You may thus probably retrieve an almost lost game.

In all other cases it is dangerous to lead through an honor without you are strong in trumps, or have an otherwise good hand. All the advantage of leading through an honor lies in your partner finessing.

If the Queen be turned up on your right, and you hold Ace, King, and small ones, lead the King. Upon the return of trumps finesse, unless the Queen falls. Otherwise the Queen will make a trick.

With the Knave turned up on your right, and you hold King, Queen, and Ten, the best play is to lead the Queen. Upon the return of trumps play the Ten. By this style of play you make the Ten.

If the Knave turns up on your right, and you hold King, Queen, and small ones, it is best to lead the King. If that comes home, you can play a small one, for the chance of your partner possessing the Ace.

If Knave turn up on your right, and you have King, Queen, and Ten, with two small cards, lead a small one. Upon the return of trumps play the Ten. The chances are in favor of your partner holding an honor, and thus you make a trick.

If an honor be turned up on your left, and you hold only one honor with a small trump, play out the honor and then the small one. This will greatly strengthen your partner's hand, and cannot injure your own.

If an honor be turned up on the left, and you hold a sequence. lead the highest; it will prevent the last hand from injuring your partner.

If a Queen be turned up on the left, and you hold Ace, King, and a small one, lead the small trump; you have a chance for winning the Queen.

If a Queen be turned up on your left, and you hold Knave with small ones, lead the Knave; for the Knave can be of no service, since the Queen is on your left.

If an honor be turned up by your partner, and you are strong in trumps, lead a small one; but if weak in them, lead the best you have. By this means the weakest hand supports the strongest.

If an Ace be turned up on the right, and you hold King, Queen, and Knave, lead the Knave: it is a secure lead.

If an Ace be turned up on the right, and you hold King, Queen, and Ten, lead the King; and upon the return of trumps play the Ten. By this means you show strength to your partner, and probably make two tricks.

If a King be turned up on the right, and you hold Queen, Knave, and Nine, lead the Knave, and upon the return of trumps, play the Nine; it may prevent the Ten from making.

If a King be turned up on your right, and you hold Knave, Ten, and Nine, lead the Nine; upon the return of trumps play the Ten. This will disclose your strength in trumps to your partner.

If a Queen be turned up on the right, and you have Ace, King, and Knave, lead the King. Upon the return of trumps play the Knave, which makes a certain trick.

HOW TO PLAY WHEN YOU TURN UP AN HONOR.

If you turn up an Ace, and hold only one small trump with it, if either adversary lead the King, put on the Ace.

But if you turn up an Ace, and hold two or three small trumps with it, and either adversary lead the King, put on a small one; for if you play the Ace, you give up the command in trumps.

If you turn up a King, and hold only one small trump with it, and your right-hand adversary lead a trump, play a small one.

If you turn up a King, and hold two or three small trumps with it, if your right-hand adversary lead a trump, play a small one.

If you turn up a Queen or Knave, and hold, besides, only small trumps, if your right-hand adversary lead a trump, put on a small one.

If you hold a sequence to the honor turned up, play it last.

HOW TO PLAY FOR THE ODD TRICK.

Never trump out if you can avoid it, for you can hardly be sure of the other three hands.

If your partner, by hoisting the Blue Peter, or by any other allowable intimation, shows that he has means of trumping any suit, be cautious how you trump out. Force your partner, if strong in trumps, and so make all the tricks you can.

Make tricks early in the game, and be cautious in finessing.

With a single card of any suit, and only two or three small trumps, lead the single card.

RETURNING PARTNER'S LEAD.

In the following cases it is best to return your partner's lead directly :

When you win with the Ace, and can return an honor; for then it will greatly strengthen his hand.

When he leads a trump; in which case return the best remaining in your hand, unless you hold four. An exception to this arises if the lead is through an honor.

2*

When your partner has trumped out; for then it is evident he wants to make his strong suit.

When you have no good card in any other suit; for then you are entirely dependent on your partner.

In the following instances it is proper that you should NOT *return your partner's lead immediately :*

When you win with the King, Queen, or Knave, and have only small cards remaining. The return of a small card will more distress than strengthen your partner's hand.

When you hold a good sequence; for then you may make tricks, and not injure his hand.

When you have a strong suit. Leading from a strong suit is a direction to your partner, and cannot injure him.

When you have a good hand; for in this case you have a right to consult your own hand, and not your partner's.

When you hold five trumps; for then you are warranted to play trumps if you think it right.

When, in fine, you can insure two or three tricks, play them, and then return the lead. With a leading hand it is well to play your own game.

THE FINISH.

The most important part of a game at Whist is the Finish—the last two or three tricks. Be careful how you play, or you may make a bad ending to a good beginning.

Loose Cards.—If you hold three winning cards and a loose one, play the latter, and trust to your partner.

Loose Trump and Tenace.—Holding these, play the loose trump.

King and the Lead.—If you hold a King and a loose card, the best plan is to play the last, so that your partner may lead up to your King.

Long Trumps.—If you hold three, it is best to lead the smallest; by this means you give your partner a chance of making tricks, and still hold a commanding card in your own hand. It is not well to play out the King card.

Third Hand with King, &c.—"Supposing," says Cœlebs, "ten tricks being made, you remain with King, Ten, and another. If sec-

ond hand plays an honor, cover it; otherwise finesse the Ten for a certain trick. It you want two tricks play your King."

Running a Card.—The same authority says—"With such cards as Knave, Nine, Eight against Ten guarded, by 'running' the Eight you make every trick."

CASES IN POINT.

The following cases are given by Hoyle:

I.

If A. and C. are partners against B. and D., and eight trumps have been played out, and A. has four trumps remaining, B. having the best trump and is to lead, should B. play his trumps or not? No; because as he would leave three trumps in A.'s hand, if A.'s partner has any capital suit to make, by B.'s keeping the trump in his hand he can prevent his making that suit.

II.

A. and C. are partners against B. and D.; twelve trumps are played out, and seven cards only remain in each hand, of which A. has the last trump, and likewise the Ace, King, and four small cards of a suit; question, whether A. should play the Ace and King of that suit or a small one? A. should play a small card of that suit, as it is an equal bet his partner has a better card in that suit than the last player, and, in this case, if four cards of the suit happen to be in either of the adversaries' hands, by this manner of playing he will be enabled to make five tricks in that suit. Should neither of the adversaries have more than three cards in that suit, it is an equal bet that he wins six tricks in it.

III.

Supposing three hands of cards, containing three cards in each hand, let A. name the trumps, and let B. choose which hand he pleases—A. having the choice of either the other two hands, will win two tricks. Clubs are trumps: first hand, Ace, King, and Six of Hearts; second hand, Queen and Ten of Hearts, with Ten of Trumps; third hand, Nine of Hearts, with Two and Three of Trumps. The first hand wins of the second, the second wins of the third, and the third wins of the first.

IV.

THE ADVANTAGE BY A SEE-SAW.

Suppose A. and B. partners, and that A. has a quart-major in Clubs, they being trumps, another quart-major in Hearts, another quart-major in Diamonds, and the Ace of Spades; and let us suppose the adversaries, C. and D., to have the following cards, viz., C. has four Trumps, eight Hearts, and one Spade; D. has five Trumps and eight Diamonds: C. being to lead, plays a Heart, D. trumps it; D. plays a Diamond, C. trumps it; and thus pursuing the saw, each partner trumps a quart-major of A.'s, and C. being to play at the ninth trick, plays a Spade, which D. trumps: Thus C. and D. have won the first nine tricks, and leave A. with his quart-major in Trumps only.

The foregoing case shows, that whenever you gain the advantage of establishing a saw, it is your interest to embrace it.

STRENGTH IN TRUMPS.

The following hands are given by Hoyle to demonstrate what is known as being strong in trumps:—

Ace, King, and three small trumps.

King, Queen, and three small trumps.

Queen, Ten, and three small trumps.

Queen and four small trumps.

Knave and four small trumps.

Five trumps without an honor must win two tricks if led.

FORCING YOUR PARTNER.

You are justified in forcing your partner if you hold—

Ace and three small trumps.

King and three small trumps.

Queen and three small trumps.

Knave and four small trumps.

Five trumps.

CASE TO DEMONSTRATE THE DANGER OF FORCING YOUR PARTNER.

Suppose A. and B. partners, and that A. has a quint-major in trumps, with a quint-major and three small cards of another suit,

and that A. has the lead; and let us suppose the adversaries, C. and D., to have only five trumps in either hand; in this case, A. having the lead, wins every trick.

INDICATIONS AND INFERENCES.

The following are given by Mr. Carleton as allowable indications between partners, or hints from your adversaries' play :—

Should the Ace fall from the second hand in the first round of a suit, it is fair to conclude that he is either very strong in it, or has only the one card.

Should there be a renounce in which a court card is thrown away, it indicates that the holder of it has a high sequence in the suit, or perhaps no other, or wishes a trump played.

When you have played all your trumps, avoid playing a suit from which your partner threw away, when he could no longer follow your trump lead. He is weak in that suit. If he has thrown away more than one suit, play that from which he threw away last.

When a suit is ruffed, and he who wins plays the Ace of trumps and then stops, be sure that is the last of his trumps.

Should you hold the next best of a sequence that has been led, you may suspect the lead was from a single card, and with a view to a ruff.

When there is no call at the point of eight, and you do not hold an honor yourself, the chances are your partner has two. You may model your game by that presumption.

With Ace, King, win with the King; if leader, begin with the King; and if it be trumped, or you think right to change the suit, your partner will guess where the Ace is.

The call at eight is a hint to your partner to play trumps.

When the last player wins with a high card, and then leads a lower one of the same suit, with which he might equally have taken the trick, it is assumed that he has the intermediate cards.

Leading a small card for your partner's Ace shows that you have the King.

To these may be added the Blue Peter, as described in a former page.

HOYLE'S GRAMMAR OF WHIST.

How should sequences of trumps be played ?—Begin with the highest.

When sequences are not in trumps, how should they be played ? —If you hold five, begin with the lowest; if less than five, begin with the highest.

Why are sequences preferable to frequent changes of suits ?— Because they form safe leads, and gain the tenace in other suits.

When should partners make tricks early ?—When they are weak in trumps.

When may you allow your opponents to make tricks early in the round ?—When you are strong in trumps.

When is it proper to play from an Ace-suit ?—When you hold three Aces, neither of which is a trump.

When any good card is turned up on your right, how should you play ?—If an Ace be turned up, and you hold King and a small card, play the small one. If King be turned up, and you hold Ace and small ones, play a small one. If a Ten be turned up, and you hold King, Knave, Nine, and others, begin with the Knave, in order to prevent the Ten from making a trick, and then finesse with the Nine.

How do you know when your partner has no more of the suit played ?—By his playing his high card instead of a loose one. Thus, suppose you hold King, Queen, and Ten, and your partner answers with Knave, you may be certain that is the only card he possesses of the suit.

When ought you to over-trump your adversary, and when not ?— If you are strong in trumps, you may throw away a loose trump; but if weak, over-trump at all risks.

If your right-hand adversary lead a suit in which you have Ace, King, and Queen, with which card are you to take the trick ?—With the Queen, as then the same suit may be led again by your opponent, under the idea that his partner holds the high cards.

Why should you play from King-suit rather than from Queen-suit, though you may possess a like number of each ?—Because, it is two to one that the Ace does not lie in your adversary's hands, and it is five to four that if you play from Queen you lose her.

When you possess the four best cards of any suit, why do you

play your best ?—To inform your partner as to the state of your hand.

The Queen turned up on your right, and you hold Ace, Ten, and one trump ; or King, Ten, and one trump, if right-hand opponent plays the Knave, what should you do ?—Pass the trick. You cannot lose by so doing, as your Ace must make, and you may gain a trick.

When can you finesse in other suits with impunity ?—When you are strong in trumps.

EXAMPLES FROM HOYLE.

In order to fully conquer the difficulties of Whist and achieve success, it is necessary, indeed, to *persevere to the end.* "Never despair" is an excellent motto for a whist-player. Having carried the student safely over the *pons asinorum*, let us now take a leaf or two direct from Hoyle. Hitherto it has been our endeavor to improve upon the instructions of our great authority by carefully comparing his maxims with those of later writers, and embodying with them the results of modern card-table experience. In this chapter we shall give the *ipsissima verba* of Edmond Hoyle from the last and best of the authorized editions of his treatise on Whist, believing that a careful perusal of the following examples cannot but prove of considerable use to all who would become thoroughly familiar with the game.

PARTICULAR GAMES, AND THE MANNER IN WHICH THEY ARE TO BE PLAYED AFTER A LEARNER HAS MADE SOME PROGRESS IN THE GAME.

I.

"Suppose you are elder hand, and that your game consists of King, Queen, and Knave of one suit ; Ace, King, Queen, and two small cards of another suit ; King and Queen of the third suit, and three small trumps ; *Query,* how is this hand to be played ? You are to begin with the Ace of your best suit (or a trump), which informs your partner that you have the command of that suit ; but you are not to proceed with the King of the same suit, but you must play a trump next ; and if you find your partner has no strength to support you in trumps, and that your adversary plays to your weak suit—

viz., the King and Queen only—in that case play the King of the suit which belongs to the best suit; and if you observe a probability of either of your adversaries being likely to trump that suit, proceed then and play the King of the suit of which you have the King, Queen and Knave. If it should so happen that your adversaries do not play to your weakest suit, in that case, though apparently your partner can give you no assistance in trumps, pursue your scheme of trumping out as often as the lead comes into your hand; by which means, supposing your partner to have but two trumps, and that your adversaries have four each, by three rounds of trumps, there remain only two trumps against you."

II.

ELDER HAND.

"Suppose you have Ace, King, Queen, and one small trump, with a sequence from the King of five in another suit, with four other cards of no value. Begin with the Queen of trumps, and pursue the lead with the Ace, which demonstrates to your partner that you have the King; and as it would be bad play to pursue trumps the third round till you have first gained the command of your great suit, by stopping thus, it likewise informs your partner that you have the King and one trump only remaining; because if you had Ace, King, Queen, and two trumps more, and trumps went round twice, you could receive no damage by playing the King the third round. When you lead sequence, begin with the lowest; because, if your partner has the Ace, he plays it, which makes room for your suit. And since you have let your partner into the state of your game, as soon as he has the lead, if he has a trump or two remaining, he will play trumps to you with a moral certainty that your King clears your adversaries' hands of all their trumps."

III.

SECOND PLAYER.

"Suppose you have Ace, King, and two small trumps, with a quint-major of another suit, in the third suit you have three small cards, and in the fourth suit one. Your adversary on your right hand begins with playing the Ace of your weak suit, and then proceeds to play the King. In that case do not trump it, but throw

away a losing card, and if he proceeds to play the Queen, throw away another losing card, and do the like the fourth time, in hopes your partner may trump it, who will in that case play a trump, or will play to your strong suit. If trumps are played, go on with them two rounds, and then proceed to play your strong suit; by which means, if there happens to be four trumps in one of your adversary's hands, and two in the other, which is nearly the case, your partner being entitled to have three trumps out of the nine, consequently there remain only six trumps between the adversaries; your strong suit forces their best trumps, and you have a probability of making the odd trick in your own hand only; whereas, if you had trumped one of your adversaries' best cards, you had so weakened your hand as probably not to make more than five tricks without your partner's help."

IV.

"Suppose you have Ace, Queen, and three small trumps, Ace, Queen, Ten, and Nine of another suit, with two small cards of each of the other suits; your partner leads to your Ace, Queen, Ten and Nine; and as this game requires rather to deceive adversaries than to inform your partner, put up the Nine, which naturally leads the adversary to play trumps, if he wins that card. As soon as trumps are played to you, return them upon your adversary, keeping the command in your own hand. If your adversary who led trumps to you puts up a trump which your partner cannot win, if he has no good suit of his own to play, he will return your partner's lead, imagining that suit lies between his partner and yours. If this finesse of yours should succeed, you will be a great gainer by it, but scarcely possible to be a loser."

PARTICULAR GAMES BOTH TO ENDEAVOR TO DECEIVE AND DISTRESS YOUR ADVERSARIES, AND TO DEMONSTRATE YOUR GAME TO YOUR PARTNER.

I.

"Suppose I play the Ace of a suit of which I have Ace, King, and three small ones; the last player does not choose to trump it, having none of the suit; if I am not strong enough in trumps I must not play out the King, but keep the command of that suit in my hand

by playing of a small one, which I must do in order to weaken his game."

<div align="center">II.</div>

" If a suit is led, of which I have none, and a moral certainty that my partner has not the best of that suit, in order to deceive the adversary I throw away my strong suit; but to clear up doubts to my partner when he has the lead I throw away my weak suit. This method of play will generally succeed, unless you play with very good players, and even with them you will oftener gain than lose by this method of play."

PARTICULAR GAMES TO BE PLAYED, BY WHICH YOU RUN THE RISK OF LOSING ONE TRICK ONLY TO GAIN THREE.

<div align="center">I.</div>

" Suppose Clubs to be trumps, a Heart is played by your adversary; your partner having none of that suit, throws away a Spade; you are then to judge his hand is composed of trumps and Diamonds; and suppose you win that trick, and being too weak in trumps, you dare not force him; and suppose you shall have King, Knave, and one small Diamond; and further, suppose your partner to have Queen and Five Diamonds; in that case, by throwing out your King in your first lead, and your Knave in your second, your partner and you may win five tricks in that suit; whereas, if you had led a small Diamond, and your partner's Queen having been won with the Ace, the King and Knave remaining in your hand, obstructs his suit; and though he may have the long trump, yet, by playing a small Diamond, and his long trump having been forced out of his hand, you lose by this method of play three tricks in that deal."

<div align="center">II.</div>

" Suppose in the like case of the former, you should have Queen, Ten, and one small card in your partner's strong suit; which is to be discovered by the former example; and suppose your partner to have Knave and five small cards in his strong suit; you having the lead are to play your Queen, and when you play again you are to play your Ten; and suppose him to have the long trump, by this method he makes four tricks in that suit; but should you play a

small one in that suit, his Knave being gone, and the Queen remaining in your hand in the second round of playing that suit, and the long trump being forced out of his hand, the Queen remaining in your hand obstructs the suit, by which method of play you lose three tricks in that deal."

III.

" In the former examples you have been supposed to have had the lead, and by that means have had an opportunity of throwing out the best cards in your hand of your partner's strong suit, in order to make room for the whole suit; we will now suppose your partner is to lead, and in the course of play it appears to you that your partner has one great suit; suppose Ace, King, and four small ones, and that you have Queen, Ten, Nine, and a very small one of that suit; when your partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which means you see, in the third round, you make your Queen, and having a small one remaining, you do not obstruct your partner's great suit; whereas, if you had kept your Queen and Ten, and the Knave have fallen from the adversaries, you would have lost two tricks in that deal."

IV.

" Suppose in the course of play, as in the former case, you find your partner to have one great suit, and that you have King, Ten, and a small one of that suit; your partner leads the Ace, in that case play your Ten, and in the second your King; this method is to prevent a possibility of obstructing your partner's great suit."

V.

" Suppose your partner has Ace, King, and four small cards in his great suit, and that you have Queen, Ten, and a small card in that suit; when he plays his Ace, do you play your Ten, and when he plays his King, do you play your Queen; by which method of play you only risk one trick to get four."

SOME DIRECTIONS FOR PUTTING UP AT SECOND HAND KING, QUEEN, KNAVE, OR TEN OF ANY SUIT, ETC.

I.

" Suppose you have the King and one small card of any suit, and that your right-hand adversary plays that suit; if he is a good player do not put up the King, unless you want the lead, because a good player seldom leads from a suit of which he has the Ace, but keeps it in his hand (after the trumps are played out) to bring in his strong suit."

II.

" Suppose you have a Queen and one small card of any suit, and that your right-hand adversary leads that suit, do not put on your Queen, because, suppose the adversary has led from the Ace and Knave, in that case, upon the return of that suit, your adversary finesses the Knave, which is generally good play, especially if his partner has played the King; you thereby make your Queen; but by putting on the Queen, it shows your adversary that you have no strength in that suit, and consequently puts him upon finessing upon your partner throughout that whole suit."

III.

" In the former examples you have been informed, when it is thought proper to put up the King or Queen at second hand; you are likewise to observe, in case you have the Knave or Ten of any suit, with a small card of the same suit, it is generally bad play to put up either of them at second hand, because it is five to two that the third hand has either Ace, King, or Queen of the suit led; it therefore follows, that as the odds against you are five to two, and though you should succeed sometimes by this method of play, yet in the main you must be a loser, because it demonstrates to your adversaries that you are weak in that suit, and consequently they finesse upon your partner throughout that whole suit."

IV.

" Suppose you have Ace, King, and three small cards of a suit; your right-hand adversary leads that suit; upon which you play

your Ace, and your partner plays the Knave. In case you are strong in trumps, you are to return a small one in that suit, in order to let your partner trump it. And this consequence attends such play, viz., you keep the command of that suit in your own hand, and at the same time it gives your partner an intimation that you are strong in trumps; and therefore he may play his game accordingly, either in attempting to establish a saw, or by trumping out to you, if he has either strength in trumps or the command of the other suits."

SOME DIRECTIONS HOW TO PLAY WHEN AN ACE, KING, OR QUEEN ARE TURNED UP ON YOUR RIGHT HAND, ETC.

I.

"Suppose the Ace is turned up on your right hand, and that you have the Ten and Nine of trumps only, with Ace, King, and Queen of another suit, and eight cards of no value, *quere*, how must this game be played? Begin with the Ace of the suit of which you have the Ace, King, and Queen, which is an information to your partner that you have the command of that suit; then play your Ten of trumps, because it is five to two that your partner has King, Queen, or Knave of trumps; and though it is about seven to two that your partner has not two honors, yet, should he chance to have them, and they prove to be the King and Knave, in that case, as your partner will pass your Ten of trumps, and as it is thirteen to twelve against the last player for holding the Queen of trumps, upon supposition your partner has it not, in that case, when your partner has the lead, he plays to your strong suit, and upon your having the lead, you are to play the Nine of trumps, which puts it in your partner's power to be almost certain of winning the Queen if he lies behind it.

"The foregoing case shows, that turning up of an Ace against you may be made less beneficial to your adversaries, provided you play by this rule."

II.

"If the King or Queen are turned up on your right hand, the like method of play may be made use of; but you are always to distinguish the difference of your partner's capacity, because a

good player will make a proper use of such play, but a bad one seldom, if ever."

III.

" Suppose the adversary on your right hand leads the King of trumps, and that you should have the Ace and four small trumps, with a good suit; in this case it is your interest to pass the King; and though he should have King, Queen, and Knave of trumps, with one more, if he is a moderate player, he will play the small one; imagining that his partner has the Ace; when he plays the small one, you are to pass it, because it is an equal wager that your partner has a better trump than the last player; if so, and that he happens to be a tolerable player, he will judge you have a good reason for this method of play, and consequently, if he has a third trump remaining he will play it; if not, he will play his best suit."

THE TEN OR NINE BEING TURNED UP ON YOUR RIGHT HAND, ETC.

I.

" Suppose the Ten is turned up on your right hand, and that you should have King, Knave, Nine, and two small trumps, with eight other cards of no value, and that it is proper for you to lead trumps, in that case begin with the Knave, in order to prevent the Ten from making of a trick; and though it is but about five to four that your partner holds an honor, yet if that should fail, by finessing your Nine on the return of trumps from your partner, you have the Ten in your power."

II.

" The Nine being turned up on your right hand, and that you should have Knave, Ten, Eight, and two small trumps, by leading the Knave it answers the like purpose of the former case.

III.

"You are to make a wide difference between a lead of choice and a forced lead of your partner's; because, in the first case he is supposed to lead from his best suit, and finding you deficient in that suit, and not being strong enough in trumps, and not daring to force you, he then plays his next best suit; by which alternation of play, it is next to a demonstration that he is weak in trumps. But should he persevere, by playing of his first lead, if he is a good player, you

are to judge him strong in trumps, and it is a direction for you to play your game accordingly."

IV.

" There is nothing more pernicious at the game of Whist than to change suits often, because in every new suit you run the risk of giving your adversary the tenace ; and therefore, though you lead from a suit of which you have the Queen, Ten, and three small ones, and your partner puts up the Nine only, in that case, if you should happen to be weak in trumps, and that you have no tolerable suit to lead from, it is your best play to pursue the lead of that suit by playing your Queen, which leaves it in your partner's option whether he will trump it or not, in case he has no more of that suit ; but in your second lead, in case you should happen to have the Queen or Knave of any other suit, with one card only of the same suit, it would be better play to lead from your Queen or Knave of either of these suits, it being five to two that your partner has one honor at least in either of those suits."

V.

" If you have Ace, King, and one small card of any suit, with four trumps ; if your right hand adversary leads that suit, pass it, because it is an equal wager that your partner has a better card in that suit than the third hand ; if so, you gain a trick by it ; if otherwise, as you have four trumps, you need not fear to lose by it, because, when trumps are played, you may be supposed to have the long trump."

CAUTION NOT TO PART WITH THE COMMAND OF YOUR ADVERSARIES' GREAT SUIT, ETC.

I.

" In case you are weak in trumps, and that it does not appear that your partner is very strong in them, be very cautious how you part with the command of your adversaries' great suit. For suppose your adversary plays a suit of which you have King, Queen, and one small card only, the adversary leads the Ace, and upon playing the same suit, you play your Queen, which makes it almost certain to your partner that you have the King ; and suppose your partner refuses to that suit, do not play the King, because, if the

leader of that suit or his partner have the long trump, you risk the losing of three tricks to get one."

II.

" Suppose your partner has ten cards remaining in his hand, and that it appears to you that they consist of trumps and one suit only; and suppose you should have King, Ten, and one small card of his strong suit, with Queen and two small trumps; in this case, you are to judge he has five cards of each suit, and therefore you ought to play out the King of his strong suit; and if you win that trick, your next play is to throw out the Queen of trumps; if that likewise comes home, proceed to play trumps. This method of play may be made use of at any score of the game, except at 4 and 9."

THE TRUMP TURNED UP TO BE REMEMBERED.

" It is so necessary that the trump turned up should be known and remembered, both by the dealer and his partner, that we think it proper to observe, that the dealer should always so place that card as to be certain of having recourse to it. For suppose it to be only a Five, and that the dealer has two more—viz., the Six and Nine—if his partner trumps out with Ace and King, he ought to play his Six and Nine; because, let us suppose your partner to have Ace, King, and four small trumps, in this case, by your partner's knowing you have the Five remaining, you may win many tricks."

TWO TRUMPS.

The following Case happens frequently :—

" That you have two trumps remaining when your adversaries have only one, and it appears to you that your partner has one great suit; in this case always play a trump, though you have the worst; because, by removing the trump out of your adversaries' hands, there can be no obstruction to your partner's great suit."

FIVE TRUMPS.

" Suppose you have five trumps, and six small cards of any suit, and you are to lead; the best play is to lead from the suit of which

you have six, because, as you are deficient in two suits, your adversaries will probably trump out, which is playing your own game for you; whereas, had you begun with playing trumps, they would force you, and consequently destroy your game."

CALCULATIONS FOR BETTING.

Among modern players, heavy betting at cards has nearly gone out. Whist is now generally played for a simple stake—so much per game—so much per rubber; but as no treatise on the game can be considered complete without a table of chances, we give the calculations of Hoyle, as improved by modern practice.

AT LONG WHIST—

It is about five to four that your partner holds one card out of any two.

Five to two that he holds one card out of any three.

Two to one that he does not hold a certain named card.

Three to one that he does not hold two out of three named cards in a suit.

Three to two that he does not hold two cards out of any four named.

Five to one that your partner holds one winning card.

Four to one that he holds two.

Three to one that he holds three.

Three to two that he holds four.

Four to six that he holds five.

BETTING THE ODDS.

The odds on the rubber is five to two in favor of the dealers generally.

With the first game secured, the odds on the rubber, with the deal are—

1	to love	about	7	to	2
2	—	—	4	—	1
3	—	—	9	—	2
4	—	—	5	—	1
5	—	—	6	—	1

At any part of the game, except at the points of eight and nine,

3

the odds are in proportion to the number of points required to make the ten required. Thus, if A. wants four and B. six of the game, the odds are six to four in favor of A. If A. wants three and B. five, the odds are seven to five on A. winning the game.

At the commencement of the game it is about $\frac{1}{20}$ per cent. in favor of the dealer.

The odds against the dealer counting two for honors (that is, three honors in hand) are about nearly four to one.

Against the dealer and his partner holding the four honors, the odds are at least six to one. Against the non-dealers holding the four honors, the odds are about twenty to one, because it is only fifty-two to sixteen, or a little more than nine to one that an honor is turned up.

Against honors being divided, the odds are about three to two against either side, though the dealers have certainly the best chance.

The following, calculated strictly, are the

ODDS ON THE GAME WITH THE DEAL.

1 love	is	11	to	10		4	to 3	is	7 to	6
2 love	—	5	—	4		5	— 3	—	7 —	5
3 love	—	3	—	2		6	— 3	—	7 —	4
4 love	—	7	—	4		7	— 3	—	7 —	3
5 love	—	2	—	1		8	— 3	—	7 —	2
6 love	—	5	—	2		9	— 3	—	3 —	1
7 love	—	7	—	2						
8 love	—	5	—	1						
9 love	—	9	—	2		5	to 4	is	6 to	5
						6	— 4	—	6 —	4
1	to 1	is	9	to 8		7	— 4	—	2 —	1
2	— 1	—	9	— 7		8	— 4	—	3 —	1
3	— 1	—	9	— 6		9	— 4	—	5 —	2
4	— 1	—	9	— 5						
5	— 1	—	9	— 4		6	to 5	is	5 to	4
6	— 1	—	3	— 1		7	— 5	—	5 —	3
7	— 1	—	9	— 2		8	— 5	—	5 —	2
8	— 1	—	4	— 1		9	— 5	—	2 —	1
3	to 2	is	8	to 7		7	to 6	is	4 to	3
4	— 2	—	4	— 3		8	— 6	—	2 —	1
5	— 2	—	8	— 5		9	— 6	—	7 —	4
6	— 2	—	2	— 1						
7	— 2	—	8	— 3						
8	— 2	—	4	— 1		8	to 7	is	3 to	2
9	— 2	—	7	— 2		9	— 7	—	12 —	8

Honors counting at eight points and not at nine, the odds are slightly in favor of the players at eight. It is usual for the players at eight points, with the deal, to bet six to five on the game. It is about an even bet, if honors are not claimed at eight points, that the dealers win. As a disinterested piece of advice, however, let us add—*Don't bet at all*.

AT SHORT WHIST.

The following are the generally accepted odds; but it must be remembered that, in respect of betting, the chances in Short Whist do not greatly differ from those of the old and, as we think, much superior game :—

ON THE GAME WITH THE DEAL.

At starting, the odds are about 11 to 10, or perhaps 21 to 20, in favor of the dealers. With an honor turned up, the odds are nearly a point greater in favor of the dealers.

1 to love is about	10 to 8
2 —	5 — 3
3 —	3 — 1
4 —	4 — 1

2 to 1 is about	5 to 4
3 — 2 —	2 — 1
3 — 3 —	11 — 10
4 — 3 —	9 — 7

ON THE RUBBER WITH THE DEAL.

1 to love is about	7 to 4
2 —	2 — 1
3 —	9 — 2
4 —	5 — 1

The following are given as mere matters of curiosity.

It is 50 to 1 against the dealer holding 7 trumps, neither more nor less.

15 to 1 against his holding 6 trumps.

8 to 1 against his holding exactly five.

3 to 2 against his holding exactly 4.

5 to 2 in favor of his holding 3 or more trumps.

11 to 2 in favor of his holding 2 or more trumps.

30 to 1 against his holding only the one trump turned up.

AGAINST ANY NON-DEALER HOLDING ANY SPECIFIED NUMBER OF TRUMPS.

100 to 1 against his holding exactly 7.

30 to 1   "   " 6.

15 to 1   "   " 5.

5 to 1   "   " 4.

3 to 2   "   " 3.

5 to 2 in favor of his holding 2 or more.

50 to 1 in favor of his holding 1 trump or more.

Against the dealer holding 13 trumps, it is calculated to be 158,753,389,899 to 1.

Against his holding 12 trumps, 338,493,367 to 1.

Against his holding 11 trumps, 3,000,000 to 1.

Against his holding 10 trumps, 77,000 to 1.

Against his holding 9 trumps, 3500 to 1.

Against his holding 8 trumps, 320 to 1.

Against his holding 7 trumps, 50 to 1.

These figures are, however, of but small practical utility in Whist from the simple fact that now-a-days such odds are seldom or never offered or taken. Whist is not a game to gamble at.

L'ENVOY.

The reader who has accompanied me thus far will at least acknowledge that there is more in a game at Whist than appears at first sight. In the Clubs it is played scientifically ; and with regular players two packs of cards are always brought in, kept on the table, and played with alternately each deal. This saves some trouble and time, as, while the one pack is being gathered by the younger hand, the elder hand " makes" the other. This plan likewise prevents a wide-awake player from " placing" cards in shuffling, and so obtaining a slight

advantage by knowing whereabout in the pack certain cards are likely to be.

The reader must not, however, imagine that he is a Whist-player because he has read this or any other treatise on the game. An ounce of practice is worth a pound of theory; and all that books can do is to teach the theory and principles of the game. Any lady or gentleman can become a good player with a little care and attention. The good player will read the rules and maxims with attention, and profit by them; but only the real lover and master of the game will be able to tell when he may depart from both with safety. There is all the difference in the world between slavishly following written instructions and adapting them to particular circumstances. As in life, so in Whist—you must use your own educated judgment if you would succeed. Practice makes perfect; and there is no royal road to Whist any more than there is to learning.

My readers will allow me, I am sure, to warn them that Whist is an amusement, not a labor; and that it is best played at the table. The amateur should never play a card without a reason for it; a bad reason is better than playing at random without any reason at all. Coolness, memory, and good temper are the three great secrets of success at Whist. Play the game well, and be cautious how you finesse. Take care of your trumps, and do not throw them away unnecessarily. It is good play, if you hold four leading cards in a suit, to exhaust that suit before you play another; as then, when trumps are out, you make a trick by leading the thirteenth card. It is judicious to force the strong hand, bad to force the weak one. Never throw away a trick without good reason, and avoid ruffing your right-hand adversary's lead, if you can without danger. Establish your long suit, if possible; and do not over-trump your right-hand opponent without you see absolute necessity. The first object is to win the game, the second to save it; therefore, nothing venture nothing have. Always return your partner's lead in trumps; having regard, however, always to your own hand. Endeavor to retain the turn-up and a commanding card as long as you can. Inform your partner of your strength in trumps by the allowable intimations —such as throwing a best card to a partner's winning card, playing the highest of a sequence when fourth player, and so on. Try to stop a long suit of your adversaries by playing a trump, without fear of being over-trumped. Look carefully at your hand to avoid making a revoke; and watch your opponents' play, in order to detect

one. It is quite fair to deceive your adversaries by underplay, and the use of the Blue Peter is acknowledged in all companies, though it was quite unknown to Hoyle. Endeavor to thoroughly comprehend the principle of tenace, as this is a most valuable adjunct at Whist. Look well after the score, and play out your long suit as soon as you can. The playing of a single card is generally successful, as, if it makes a trick, you can then trump when your partner returns the lead, and perhaps establish a see-saw.

Patient study and long practice are as necessary to make a good Whist-player as to make a good mathematician. But courtesy and willingness to acknowledge and forgive errors are no small recommendations: therefore, to lady and gentleman players I may say *Omnibus Placeto.*

SHORT WHIST, DUMBY, DOUBLE DUMBY, &c

SHORT WHIST.

It is scarcely necessary to expend much time in describing Short Whist, its principles being precisely the same as those of the older and now almost universal game. The game about which Hoyle wrote was Whist, which was, some years ago, cut in half, in order to suit the taste of some aristocratic players. The story goes that the operation was performed by Lord Peterborough, at Bath, in order that he might the more quickly recover some heavy losses, or make them still heavier. After enjoying considerable popularity for nearly half a century, Short Whist is now on the decline. The real differences between the two games are very slight, and perhaps it may be sufficient for the reader if I give merely

THE LAWS OF SHORT WHIST.

1. The game consists of five points. One point scored saves the triple game; three points, a double. The rubber is reckoned at two points.

[Eight points may therefore be gained in a single rubber.]

2. Honors cannot be "called" at any part of the game, and do not count at the point of four.

[In all other respects, honors are reckoned as in Long Whist.]

3. The two highest and two lowest are partners, the lowest cut having the deal.

[The cards are to be shuffled and cut in precisely the same way as in the old-fashioned game.]

4. An exposed card necessitates a fresh deal.

5. In cases of misdeal, the deal passes to the next player.

[Misdeals occur from precisely the same causes as in Long Whist, and need not, there-fore, be stated.]

6. No questions as to either hand can be asked after the trick is turned.

[Nor are any questions except those admissible in the other game to be asked.]

7. Any card played out of turn, or shown accidentally, can be called.

8. A revoke is subject to the penalty of three tricks.

[Taken as in Long Whist.]

9. The side making the revoke remains at four, in whatever way the penalty be enforced.

10. Lookers-on must not interfere, unless appealed to by the majority of the players.

It is not necessary to dilate upon the best method of playing each separate hand at this game, because whatever is useful and true at Long Whist is equally useful and true at Short Whist. "The peculiarities of the short game," says a recent writer, "call for special appliances. This should act as stimulants to the player, and rouse his energy." But what these special appliances are it is difficult to discover, seeing that the two games are identical in every thing but length. The only advantage of the short game lies in the more forcible use that can be made of trumps. "Trumps," says Carleton, "should be your rifle-company; use them liberally in your manœuvres; have copious reference to them in finessing, to enable you to maintain a long suit. Should you be weak in trumps, ruff a doubtful card at all times; with a command in them, be very chary of that policy. Let your great principle always be to keep the control of your adversaries' suit, and leave that of your partner free. If you see the probable good effect of forcing, decide which of your adversaries you will assail, but do not attempt them both at once. Let it be the stronger if possible. When you force both hands opposed to

you, one throws away his useless cards ; while the chance is, the oth
er makes trumps that, under other circumstances, would have been
sacrificed.'' And so, *et cetera ad infinitum.* Deschapelles, who is
the French Hoyle without his science, but with double his power of
writing, says of Short Whist :—''When we consider the social feel-
ings it engenders, the pleasure and vivacity it promotes, and the ad-
vantages it offers to the less skilful player, we cannot help acknowl-
edging that Short Whist is a decided improvement upon the old
game.'' All this is, however, open to argument ; and therefore *de
gustibus non est.*

DUMBY, OR THREE-HANDED WHIST.

This game is precisely the same as Long Whist, only that one
player takes two hands, one of which he holds in the usual manner,
and the other he spreads open on the table. The rules are the same.

Another Game is played by three persons, in which two Nines
and Fours, and one of the Fives is cast out from the pack, and each
player plays on his own account.

A third way of playing Three-handed Whist is to reject the fourth
hand altogether, and allow it to remain unseen on the table. Each
player then takes the miss, or unseen hand, in exchange for his own,
if he thinks fit. Each player stands on his cards, and the best hand
must win. There is, however, room for finesse, and the player who
sees two hands—the miss, and that first dealt to him—has an unde
niable advantage.

TWO-HANDED WHIST.

This game is either played as Double Dumby, by exposing two
hands and playing as with four players, or by rejecting two hands,
and each player making the best he can of his own hand. In these
games each honor counts as one point in the game. There is but
small room for skill in any of the imperfect Whist-games, and the
player who is acquainted with the real old-fashioned game need not
be told how to play his cards at Dumby or French Humbug. At
best, these games are inferior to Cribbage, Ecarté, All-Fours, or any
of the regular two-handed games.

EUCHRE.

THE game of Euchre is played with thirty-two cards; all below the denomination of seven-spot being rejected. Four persons constitute the complement for the game, and partners are determined by dealing and turning up one card to each; those receiving the two lowest cards, and *vice versa*, being associated together.

The value of the cards in Euchre is the same as in Whist, All-Fours, and other games, excepting that the Knave of the suit corresponding with the trump is called the *Right Bower*, and is the highest card of the hand; and the other Knave of the same color is called the *Left Bower*, and is the card of second importance. For example: if Hearts should be turned trump, the Knave of Hearts is the highest card, the Knave of Diamonds second in value, and the Ace, King, Queen, &c., of Hearts, then come in their regular order, as at Whist. When the Knaves are of the opposite color from the trump card, they rank no higher than at Whist.

The players usually cut for deal, and he who cuts the lowest card is entitled to the deal, and that is accomplished by giving the eldest hand, or first person to the left of the dealer, two cards, and so on all around, and then dealing an additional three cards to each player, in the same order. Regularity should be observed in dealing, and no party should be allowed to receive from the dealer, in any round, more than the number of cards given to the eldest hand. For instance, if the dealer begins by giving the left-hand player two cards, he cannot be allowed to vary, so as to give another three, and then two again, but must continue as he began. The proper manner of dealing is as we pointed out at the outset, and should be rigidly observed.

The advantage which accrues to the dealer is manifest. From the manner in which cards are played in all games, those of a corresponding suit will necessarily fall together, and therefore the dealer enhances his prospects thirty-three and one-third per cent. for an additional trump by dealing three cards last round, for then he has the three immediately preceding the trump, when if he had begun the deal with three cards, he would end by having only the two cards preceding the trump.

After five cards have been dealt to each player, in the order as

above, the dealer turns up the top card on the pack or talon, which is called the trump. After the first hand, the deal passes to each player, in rotation.

The game consists of five points—the parties getting that number first being winners—and the points are indicated by the number of tricks taken by the players. If all the tricks are taken by one side it constitutes what is technically termed a *march*, and entitles the fortunate parties to a count of two ; and it is necessary to take three tricks in order to count one, or "make a *point*," as it is called. Taking four tricks counts no more than three.

When the trump is turned, the first person to the left of the dealer looks at his cards, for the purpose of determining what he intends to do, whether to "pass" or "order the trump up;" and this, to a certain extent, will depend upon the strength of his hand. If he holds cards of sufficient value to secure three tricks, he will say, "I order it up," and the dealer is then obliged to take the card turned up, and discard one from his hand ; and the card thus taken up becomes the trump. If the eldest hand has not enough strength to order it up, he will say "I pass," and then the partner of the dealer has to determine whether he will "pass" or "assist." If he has enough, with the help of the card his partner has turned, to make three tricks, he will say, "I assist," and the card is taken up as before. If he passes, then it goes to the third hand, who proceeds exactly as the eldest hand. Should all the players pass, it becomes the dealer's privilege to announce what he will do, and if he thinks he can take three tricks, he says, "I take it up," and immediately discards his weakest card, placing it under the remainder of the pack, and instead of the card thus rejected he takes that turned up, which remains the trump. It is not considered *en regle* for the dealer to remove the trump card until after the first trick has been taken, unless he needs it to play. It is let lay, that every one may see what the trump is. We may as well state here that it is always the dealer's privilege to discard any one card in his hand, and take up the trump card ; and this holds good whether he is assisted by his partner, is ordered up by his adversaries, or takes it up himself. This gives the parties having the deal an advantage about equal to one trick. Should the dealer not be confident of winning three tricks, he says, "I turn it down," and at the same time places the turn-up card face down on the

pack. Should all the players decline to play at the suit turned up, and the dealer turn it down, the eldest hand is then entitled to make trump what he chooses (excepting the suit already turned down.) If the eldest hand is not strong enough in any suit, and does not wish to make the trump, he can pass again, and so it will go in rotation, each one having an opportunity to make the trump in his regular turn, to the dealer. If all the players, including the dealer, decline the making of the trump, the deal is forfeited to the eldest hand. The eldest hand, after the dealer has discarded, opens the game, and leads any card he chooses. The person playing the highest card takes the trick, and he in his turn is obliged to lead. In this manner the game proceeds, until the five cards in each hand are exhausted. Players are required, under penalty of the loss of two points, to follow suit. If, however, they cannot, why then they may throw away a small card or trump at their pleasure.

The trey and quatre are used in marking game. The face of the trey being up, and the face of the quatre down on it, counts *one*, whether one, two or three pips are exposed ; the face of the quatre being up, and the trey over it, face down, counts *two*, whether one, two, three, or four of the pips are shown ; the face of the trey uppermost counts *three ;* and the face of the quatre uppermost counts *four*. The deuce and trey are now rarely used as counters, being more liable to mistakes.

It may be laid down as one of the general rules of Euchre, that whatever is undertaken by a player must be accomplished, in order to make the point. For instance, if I adopt, or order up tke trump, and fail in securing three tricks, it is called being " Euchred," and entitles the opponents to a count of two ; or if I make the trump after the original one has been turned down, and do not secure three tricks, I am also " Euchred," and it counts as before. Therefore it will be perceived, that in order to properly play the game one should have, in addition to the ordinary rules, a thorough knowledge of the theory of chances as they apply to this game, and exercise it judiciously.

TECHNICAL TERMS USED IN EUCHRE.

Adopting.—*Synonyme*—" Taking it up." This is the privilege of the dealer, after the others have passed, to discard an inferior card,

and use instead the trump card turned up. The words used are, "I take it up."

Alone.—Playing without the assistance of your partner, when you have a hand which it is probable would take five tricks. The words are, "I play alone," or "Alone," or "Cards away," or "I try it."

Assist.—If, when your partner deals, and the eldest hand passes, you know by your hand alone, or by comparing it with the deck-head, that you can make three tricks, you may say to him, "I assist." This is equivalent to ordering up the trump into his hand, for he thereupon discards his poorest card, and the trump card is his to play when he needs it.

Bower.—The Jack or Knave of the trump suit, and of the suit of the same color.

Bridge.—This is where one side has scored four, and the other one or two. When your opponents have one or two and you have four, if you are eldest hand, unless you have one trick certainly in your hand—that is, the right bower, or the left bower guarded—you will order it up whether you have a trump or not, to prevent them going alone, and making four tricks.

Call.—The right to demand an adversary to play an exposed card.

Coat-Cards.—The Bower, King and Queen, from the fact that they are coated, or dressed.

Court-Cards.—The same as coat-cards.

Cross the Suit.—To make a trump of a different color from the card turned up by the dealer.

Cut.—To separate the shuffled pack into two parts, a right possessed by the right-hand opponent.

Deal.—To distribute the cards to which each player is entitled. You give each player five cards, in two rounds, commencing with your left-hand opponent. You begin by first dealing two cards to each, and then three, or *vice verca.*

Discard.—Putting a card out of the dealer's hand, face down, under the pack, when he "takes it up" in lieu of the trump card on the deck.

Dutch It.—To make a trump of the color that is turned down.

Eldest Hand.—The left-hand adversary of the dealer, so called because he is the first to play.

Euchre.—The failure of that side which makes, orders up, or takes up a trump, to take three tricks; this failure scoring two points to their adversaries.

Face-Card.—The coat-cards.

Finesse.—This is where a player holding the best and third best trump, plays the latter first, taking the risk that his opponents do not hold the second best trump, or that his partner does. In either case he wins the two tricks.

Force.—To lead a suit of which your opponents hold none, thus obliging them to trump or lose the trick.

Go Alone.—Synonymous with "play alone."

Hand.—The five cards dealt to each player.

Intimation.—Any thing passing from one partner to another, by which the latter knows how to play.

Lay-Card.—Any card other than trump.

Lay-Suit.—Any suit not a trump.

Left Bower.—The Knave of the same color as the trump suit.

Left Bower Guarded.—The Left Bower protected by another trump.

Lone Hand.—A hand so strong in trumps alone, or in trumps, guarded by high cards of a lay suit, that it will probably win five tricks if its holder plays alone.

Lone Player.—The one playing without his partner.

Love Game.—Scoring five points to your adversary's none.

Making the Trump.—Naming a new suit for trump, after the dealer has turned the trump card down.

March.—Where all the tricks are made by one side.

Next in Suit.—The same as Dutch It.

Numerical Cards.—Those neither ace nor face.

Ordering Up.—Requiring the dealer and his partner to play the trump as it has been turned.

Partner.—The one joined with you in playing against your adversary. The penalty of the misconduct of one partner falls on both.

Pass.—To decline to play at the trump turned up.

Pass Again.—To decline the privilege of making a new trump, after the first has been turned down.

Play Alone.—To play a hand without one's partner.

Point.—One of the five required for the game.

Rank.—The relative power of the cards, commencing and going down, in trumps, as follows: Right Bower, Left Bower, Ace, King, Queen, Ten, Nine, Eight, Seven; but in the Lay Suits the Jacks take place between the Queens and Tens.

Responsible.—The party who order up a trump, assist, make a trump, or take it up.

Revoke.—Playing a card of a different suit from that demanded. This is sometimes vulgarly called renig.

Right Bower.—The Jack of trumps.

Right Bower Followed.—The Right Bower with another trump behind.

Round.—The four cards in a trick.

Rubber.—The best two of three games.

Ruffing.—Another term for trumping a suit other than trumps.

Score.—The points gained in a game or rubber.

Sequence.—The numerical succession of cards of the same color.

Shuffle.—To mix the cards before dealing.

Side-Cards.—Lay cards.

Slam.—Love-game, vulgarly called "a skunk."

Taking it Up.—Indorsing the trump by the dealer, and discarding another card for it, after the rest have passed.

Talon.—The cards remaining in the pack after a deal.

Tenace.—Where the last player holds in his hand the highest and third best of the cards out.

Throw Away.—To play a worthless card on a trick, when you cannot follow suit, and do not desire to trump; as, for instance, where it is your partner's.

Throwing Up.—Tossing one's cards on the table.

Trump.—The suit turned up, or made the commanding suit.

Trump Card.—The card which is turned up by the dealer after the hands have been dealt around.

Turn Down.—The trump card which is turned face downward on the talon by the dealer, after all have passed.

Underplaying.—Following suit and winning with a low card, when you have one in your hand superior to your adversary's.

THE LAWS OF EUCHRE.

SCORING.

1. A game consists of five points. If the side who adopt, make, or order up a trump, take—

I. Five tricks, they score two points.

II. Three tricks, they score one point.

III. Four tricks count no more than three.

IV. If they fail to take three tricks they are euchred, and the opposing party score two points.

2. When a player who plays alone takes—

I. Five tricks, he scores four points.

II. Three tricks, he scores one point.

III. If he fail to take three tricks he is euchred, and the opposing party score two points.

[The author of an excellent treatise on the game (The Law and Practice of the Game of Euchre. By a Professor.) argues that the party who is euchred when playing alone, counts his opponents four points. We cannot, however, see the justice of such a claim. It seems clear enough to us why the two who play against a lone hand should score but two for a euchre. They only make a euchre—three tricks—while, to score four, the single player must get all five. If he takes three, he scores but one ; if they take three, they score two. This is the established odds of the game. It might be reasonable to let them score four, if *they* take all the tricks ; but this will never occur.]

3. The penalty for a revoke takes precedence of all other scores.

4. An error in count can be rectified at any time before the next deal is completed.

SHUFFLING AND CUTTING.

5. At the outset of the game each player cuts for the deal, and the lowest cut deals. If there be a tie, the parties tied cut again. The players cutting the two highest cards play against those cutting the two lowest.

6. In cutting, the Ace is lowest, and the other cards rank as at Whist.

7. Should a player expose more than one card, he must cut again.

8. The cards may be shuffled by any player who demands that privilege, but the dealer has always the right to shuffle last.

9. The cards must be cut by the right-hand opponent before they are dealt.

10. A cut must not be less than four cards removed from the top, nor must it be made so as to leave less than four cards at the bottom ; and the pack must be put on the table for the cut.

DEALING AND DISCARDING.

11. After the first deal, the right of dealing goes to the left.

12. In dealing, five cards must be distributed to each player by the dealer, who may begin by giving first two, and then, three cards to each, or *vice versa ;* but whichever course is adopted by him must be strictly adhered to until the deal is completed : he must not begin by dealing two to one, three to the next, and so on. When this rule is violated the adverse side may claim a new deal, provided that they have neither of them seen their own hands.

13. A misdeal forfeits the deal, and the following are misdeals :—

I. A card too many or too few given to either player.

II. Dealing the cards when the pack has not been properly cut ; the claim for a misdeal in this case must be made prior to the trump card being turned, and before the adversaries look at their cards.

14. Whenever a misdeal is attributable to any interruption by the adversaries, the deal will not be forfeited. Hence, if an adversary touch his cards during the deal, and the dealer's partner has not done so, no misdeal can be claimed.

[*Case.*—A, having misdealt, claimed exemption, on the ground of his opponent having interrupted him, by questioning his title. *Decision.*—Claim allowed.]

15. If, whilst dealing, a card be exposed by the dealer or partner, should neither of the adversaries have touched their cards, the latter may claim a new deal, but the deal is not lost.

16. If, during the deal, the dealer's partner touch any of his cards, the adversaries may do the same without losing their privilege of claiming a new deal should chance give them that option.

17. If an opponent displays a card dealt, the dealer may make a new deal, unless he or his partner have examined their own cards.

18. If a deal is made out of turn, it is good, provided it be not discovered before the dealer has discarded, and the eldest hand has led.

19. If a card is faced in dealing, unless it be the trump card, a new deal may be demanded, but the right to deal is not lost.

20. If the pack is discovered to be defective, by reason of having more or less than thirty-two cards, the deal is void; but all the points before made are good.

21. The dealer, unless he turn down the trump, must discard one card from his hand and take up the trump card.

22. The discard is not complete until the dealer has placed the card under the pack; and if the eldest hand makes a lead before the discard is complete, he cannot take back the card thus led, but must let it remain. The dealer, however, may change the card he intended to discard and substitute another, or he may play alone notwithstanding a card has been lead. After the dealer has quitted the discarded card, he cannot take it in hand again under any circumstances.

23. After the discard has been made, the dealer must let the trump card remain upon the talon until it is necessary to play it on a trick. After the trump card has been taken in hand, no player has a right to demand its denomination, but he may ask for the trump suit and the dealer must inform him.

24. Should a player play with more than five cards, or the dealer forget to discard and omit to declare the fact before three tricks have been turned, the party so offending is debarred from counting any points made in that deal, and the deal is lost. Under the above circumstances, should the adverse side win, they may score all the points they make.

OF PLAYING OUT OF TURN, AND EXPOSED CARDS.

25. All exposed cards may be called, and the offending party compelled to lead or play the exposed card or cards when he can legally do so, but in no case can a card be called if a revoke is thereby caused. See Law 39. The following are exposed cards:—

I. Two or more cards played at once.

II. Should a player indicate that he holds a certain card in his hand.

III. Any card dropped with its face upwards.

IV. All cards exposed, whether by accident or otherwise, so that an opponent can distinguish and name them.

26. If any player lead out of turn, his adversaries may demand

of him to withdraw his card, and the lead may be compelled from the right player, and the card improperly led be treated as an exposed card, and called at any time during that deal; provided no revoke is thereby caused.

27. If any player lead out of turn and the mislead is followed by the other three, the trick is completed and stands good; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of their mistake, are taken back, and there is no penalty against any one except the original offender, whose card may be called.

28. If any player play out of turn, his opponents may compel him to withdraw his card, and the card improperly played may be treated as an exposed card, and called at any time during that deal, provided no revoke is thereby caused.

29. If any player trump a card in error, and thereby induce an opponent to play otherwise than he would have done, the latter may take up his card without penalty, and may call upon the offender to play the trump at any period of the hand.

30. If two cards be played, or if the player play twice to the same trick, his opponent can elect which of the two shall remain and belong to the trick. Provided, however, that no revoke be caused.

[But if the trick should happen to be turned with five cards in it, adversaries may claim a fresh deal.]

31. If a player supposing that he can take every trick, or for any other reason, throw down his cards upon the table with their faces exposed, the adverse side may call each and all of the cards so exposed, as they may deem most advantageous to their game, and the delinquent party must play the exposed cards accordingly.

[*Case.*—In four-handed Euchre, if the dealer, playing alone, throws his hand upon the table, having the two bowers, ace, king and nine of trumps, can his left-hand adversary call for the nine of trumps upon his own lead of the queen? and must the dealer play the called card? *Decision.*—In this special case the dealer would not be compelled to play the nine. At Whist, by exposing his card or cards a player gives knowledge to his partner; and hence the rule that such may be called for, and must be played. In the case submitted to us, the dealer played alone, consequently he had no partner to whom he could convey information. His hand was invincible. If one of his opponents had had all the other trumps, it would not have availed to stop the march. Hence, the dealer was not bound to play the nine on the queen. The stringent rule of Whist cannot be extended to Euchre in a case where the reason for

the rule is wanting. Under other circumstances, if a player shows a card, it can be called.]

THE REVOKE.

32. When a revoke occurs, the adverse party are entitled to add two points to their score.

33. If a suit is led, and any one of the players, having a card of the same suit, shall play another suit to it—that constitutes a revoke. But if the error be discovered before the trick is quitted, or before the party having so played a wrong suit or his partner, shall play again, the penalty only amounts to the cards being treated as exposed, and being liable to be called.

34. When the player, who has made a revoke, corrects his error, his partner, if he has played, cannot change his card played; but the adversary may withdraw his card, and play another if he elects to do so.

35. When a revoke is claimed against adversaries, if they mix their cards, or throw them up, the revoke is taken for granted and they lose the two points.

36. No party can claim a revoke after cutting for a new deal.

37. A revoke on both sides forfeits to neither; but a new deal must be had.

38. If a point has been made by a revoke, it must be taken from the score of the offender.

39. A party refusing to play an exposed card on call, forfeits two to his opponents, as in a revoke.

MAKING THE TRUMP, AND PLAYING ALONE.

40. Any player making a trump cannot change the suit after having once named it; and if he should by error name the suit previously turned down, he forfeits his right to make the trump, and such privilege must pass to the next eldest player.

41. A player may only play alone when he adopts, orders up, or makes a trump; or when his partner assists, orders up, or makes a trump. He cannot, however, play alone with a trump he has passed, or with a trump, the making of which he has passed; nor can he play alone after a lead has been made by himself, or by his opponents. See Laws 22 and 45.

42. A player cannot play alone when he or his partner is ordered

up by an opponent, or when the opposite side adopts or makes the trump. Only those can play alone who have legally taken the responsibility of the trump and may be euchred; therefore, when one player legally elects to play alone, neither of his opponents may play alone against him.

[*For Example.*—A and B are partners against C and D; A deals; C orders it up, and thus prevents A and B playing alone; but either C or D may play alone, provided the latter claims the privilege before C plays a card. Suppose C passes, and B assists or orders it up; neither C nor D can play alone, but B or A may, provided either claims the privilege before C plays, and C *must not play until A has discarded.* Suppose C and B both pass, D may now order up and play alone, but *neither of the others can.* Suppose C, B, and D pass, and A takes it up—of course *he* can play it alone, *but neither of the others can.* Suppose A passes, *i. e.*, turns it down, and C makes the trump; the case stands then precisely as it would have stood had he ordered up the trump first turned; and so, if C passes a second time, and B makes the trump, the case stands as it would have stood had B ordered up the turned card. If, however, C and B both pass, and D makes the trump, he may play alone, but neither of the others can. And, in like manner, if C, B, and D pass, A may make the trump, and he play alone, subject to the provision already named—that the privilege is claimed before a card is played.]

43. When a player having the right to play alone, elects to do so, his partner cannot supersede him and play alone instead.

[In declaring to go alone when it is his turn to settle the game and confirm, or make the trump, as the case may be, the partner binds the adversaries, and consequently binds himself and his partner. It is not a question between partner and partner, but between the partner and the opposing players. The partner, by confirming the trump and declaring to play alone, has settled the game and cut off the opponent's right, who is third man. It follows that, as he has been allowed to do this, his action must at the same time have cut off the right of his own partner to change the game. It would be a change for him to substitute himself for the player who has declared to play alone. Whenever this declaration is made by a player who has the " say," it creates an obligation on the other side to play against a lone hand, and one on his part to play the lone hand. This obligation his partner cannot be permitted to break.]

44. When a player announces that he will play alone, his partner must place his cards upon the table face downwards, and should the latter expose the face of any of his cards, either by accident or design, his opponents may compel him to play or not to play with his partner, at their option.

45. A player who goes alone, must announce his intention in a clear and audible way and tone, so that no doubt can be entertained of his design. If he expresses his purpose in a vague and ambiguous manner, so that it is not clearly understood by his adversaries, and he or they make a lead, he forfeits his privilege, and must play with his partner. See Law 22.

INTIMATIONS BETWEEN PARTNERS.

46. If a player indicates his hand by words or gestures to his partner, directs him how to play, even by telling him to follow the rules of the game, or in any way acts unfairly, the adversary scores one point.

47. If a player, when they are at a bridge, calls the attention of his partner to the fact, so that the latter orders up, the latter forfeits the right to order up, and either of the opponents may play alone, if they choose so to do.

[" What are trumps ? "   " Draw your card."   " Can you not follow suit ? "   " I think there is a revoke ? "   The above remarks, or those analogous, are the only ones allowed to be used, and they only by the person whose turn it is to play.]

48. No player has a right to see any trick but the last.

ON ADOPTING, OR TAKING UP THE TRUMP.

As to what constitutes a sufficient force of cards to take the trump up, is a matter of considerable importance to the player. The purpose being to make a point, of course there must be a reasonable probability of securing three tricks, and this probability should be made, to a certain extent, dependent upon the position of the game.   If the dealer should be three or four on the score, while the opponents are one or two, the deal might be passed by turning the trump down, and still the chances of gaining the game be not materially reduced ; but if the position should be reversed, why then the dealer would be warranted in attempting the hazard upon a light hand, as the prospects of defeat with the deal in his favor would be no greater than the percentage of the same against him.   Of course, any player would know that his success would be beyond peradventure, if holding both Bowers and the Ace ; but the moment you attempt to point out what any thing less would avail, you depart from the scope of argument, predicated upon substantial bases, to the unsubstantial realms of hypotheses.   Any thing less than both Bowers and the Ace *might* be Euchered, and the plodding player who exhausted his time in the search of absolute certainty might be beaten a hundred times

by the cards which he had rejected. It is generally accepted as "sound doctrine," that three trumps—two of them being Court Cards, backed by a Lay Ace—is sufficient to attempt a point. The player must note the state of the game, and act accordingly. If the game stand four and four, it is better for you to take up the trump on a small hand than to leave it for your adversaries to make. Suppose the game is three and three, you should be very careful of adopting the trump on a weak hand, because a Euchre puts your opponents out.

ON PASSING AND ORDERING UP.

No prudent player will "order" the trump unless he holds enough to render his chances of success beyond reasonable doubt. There are times and positions of the game when, however, there would be no imprudence in ordering up upon a light hand; for instance, supposing the game to stand four and four, the dealer turns the trump, and either the eldest or third hand has an ordinary good show of cards, with nothing better of another suit, there it would be proper to "order up," for, should the trump be turned down, your chances of success would be lost, and in case you are Euchred, it would but give the game to those who would win it anyhow at another suit.

If the position of the player is eldest hand, and a suit should be turned, in which he receives both Bowers and another large trump, and he has also two cards of the corresponding suit in color, it would clearly be his policy to pass, for the obvious reason, that if the dealer's partner should assist, he would be enabled to Euchre the opposing side, and, if the trump were turned down, his hand would be just as good in the next suit; and having the first opportunity of making the trump, he could go it alone, with every probability of making the hand and scoring four.

Should the eldest hand hold the right Bower, Ace, or King, and another small trump, and a card of the same color as the trump suit, it would be good play to pass; for if your adversaries adopt the trump, you will, in all probability, Euchre them; and if they reject it, you can make the trump next in suit, and the chances of scoring a point are in your favor.

When you are four, and hold commanding trumps sufficient to

make a sure point, order up, particularly if you are eldest hand, for then you will take your opponent's deal.

As a general rule the eldest hand should not order up the trump unless he has good commanding cards, say, Right Bower, King and Ten of trumps, with a Lay Ace of a different color, or Left Bower, King, and two numerical trumps. The player at the right of the dealer should hold a very strong hand to order up the trump, because his partner has evinced weakness by passing, and if the opposing side turn down the trump, his partner has the first say to make a new trump.

ON MAKING THE TRUMP.

In case the dealer turns the trump down, the eldest hand has the privilege of making it what he pleases, and the rule to be generally followed is, if possible, to Dutch it, *i. e.*, to make it next in suit, or the same color of the trump turned. The reason for this is very evident. If Diamonds should be the trump turned, and the dealer refuse to take it up, it would be a reasonable supposition that neither of the Bowers were in the hands of your opponents; for if the dealer's partner had held one of them, he would in all probability, have assisted; and the fact of its being turned down by the dealer also, raises the presumption that he had neither of them. Then, in the absence of either Bower, an otherwise weak hand could make the point in the same color. For reverse reasons, the partner of the dealer would cross the suit, and make it Clubs or Spades; as his partner had evidenced weakness in the red suits, by turning a red card down, it would be but fair to presume that his strength was in the black.

Be careful how you make the trump when your adversaries have scored three points, and as a general rule, do not make or order up a trump unless you are eldest hand, or the dealer's partner.

ON ASSISTING.

"Assisting" is where your partner is the dealer, and, with the help of the card he has turned trump, you deem your hand sufficient to take three tricks. In other words, suppose the Ace of Hearts to be turned, and you hold the Left Bower and King: you say to your partner, "I assist," and then he is obliged to take up

the Ace turned, and discard, the same as though he had taken it up voluntarily. Two Court Cards is considered a good assisting hand; but where the game is very close, of course it is advisable to assist, even upon a lighter hand; for if the game stands four and four, the first hand will "order up," if the card turned is the best in his hand, and therefore the fact of his passing would be an evidence of weakness.

When assisted by your partner, and you hold a card next in denomination to the card turned up (whether higher or lower), play it as opportunity offers. For instance, if you turn up the Ace, and hold either the Left Bower or King, when a chance occurs play the Bower or King, and thus inform your partner that you have the Ace remaining. The same policy should be adopted when your partner assists and you have a sequence of three trumps, the trump card being the smallest of the three, in such a situation invariably play the highest card of the sequence, this will inform your partner that you hold the balance of the sequence, and with this knowledge he can shape his play to suit circumstances. Supposing the King is turned up and you hold the Queen and Ten spot, when an occasion presents itself, play the Queen, and if your partner is *au fait* at the game he will know you have the Ten spot in your hand.

As a general rule, always assist when you can take two tricks.

ON THE LONE HAND.

There is still another privilege allowed the holder of a good hand, and that is to play it alone. If from the fulness of your hand there is a reasonable probability that you can secure all the tricks, you play it alone, or without the assistance of your partner, and if successful you are entitled to a score of four points.

In order to avail yourself of the privilege of going alone, it is necessary that you should assume the responsibility of the trump; that is, you must adopt, order up, or make the trump; or your partner must assist, order up, or make the trump; but you cannot play alone with a trump you have passed, or with a trump, the making of which you have passed. Having complied with the above requirements, there is no abridgment to the right to play alone, except when the attempt has been anticipated by your adversary ordering up the trump, which a prudent player will

always do in certain positions of the game (See "The Bridge.") Should your partner announce that he will play alone, you cannot supersede him and play alone yourself, but must place your cards upon the table face downwards, no matter how strong your hand may be. You must also bear in mind, that in order to avail your-self of the privilege of playing alone, it is necessary to declare your intention of doing so distinctly, and in plain terms, thus : "I play alone ;" if you fail to do this, and the adverse side make a lead, you forfeit all claim to the privilege. You must also be careful and make the announcement in good season; if you neglect to do so, and the adverse side make a lead, or if you lead yourself be-fore declairing your intention of playing alone, you lose the right, and your opponents may compel you to play with your partner.

Some players have an absurd notion that one side may play alone against the other, and in case of the failure of the original player to take three tricks, that the adverse side may score four points. This is, however, directly opposed to the axiom in Euchre, that only those can play alone who take the responsibility of the trump, and incur the chance of being Euchred.

In playing a lone hand, it is always a great advantage to have the lead. The next advantage is, to have the last play on the first trick, therefore the eldest hand and the dealer may assume the responsibility of playing alone on a weaker hand than either of the other players.

When your opponent is playing alone, and trumps a suit you or your partner leads, be sure and throw away all cards of that suit upon his subsequent leads, provided you do not have to follow suit.

When opposing a lone hand, and your partner throws away high cards of any particular suit, you may be sure that he holds good cards in some other suit; you should therefore retain to the last the highest card you hold of the suit he throws away (if you have one) in preference to any other card, unless it be an Ace of some suit. (See "The Lead," page 75.)

THE BRIDGE.

If one side has scored four, and the other one, such position is called a "bridge," and the following rule should be observed :

4

To make the theory perfectly plain, we will suppose A and B to be playing against C and D, the former being four in the game and the latter but one. C having dealt, B first looks at his hand, and finds he has but one or two small trumps; in other words, a light hand. At this stage of the game, it would be his policy to "order up" the trump, and submit to being "Euchred," in order to remove the possibility of C or D playing it alone; for if they should, by good fortune, happen to succeed, the score of four would give them the game; when, if it were ordered up, the most that could be done would be to get the Euchre, and that giving but a score of two, the next deal, with its percentage, would in all probability give A and B enough to make their remaining point and go out. If, however, B should have enough to prevent a lone hand, he can pass as usual, and await the result. The Right Bower or the Left Bower guarded is sufficient to block a lone hand.

The eldest hand is the only one who should order up at the bridge, for if he passes, his partner may rest assured that he holds commanding cards sufficient to prevent the adversaries making a lone hand. If, however, the eldest hand passes, and his partner is tolerably strong in trumps, the latter may then order up the trump to make a point and go out, for by the passing of the eldest hand his partner is informed that he holds one or more commanding trumps, and may therefore safely play for the point and game.

The eldest hand should always order up at the bridge when not sure of a trick: the weaker his hand, the greater the necessity for doing so.

DISCARDING.

When the dealer takes the trump up before the play begins, it is his duty to "discard" or reject a card from his hand, in lieu of the one taken up. We will suppose the Ten of Hearts to be turned, and the dealer holds the King and Right Bower, with the Ace and Nine spot of Clubs and King of Diamonds: the proper card to reject would be the King of Diamonds, for there would be no absolute certainty of its taking a trick. The Ace might be held by the opponents, and by retaining the Ace and Nine spot of Clubs, the whole suit of Clubs might be exhausted by the Ace, and then the Nine spot might be good; or, if the trump should be one of the red suits, and the dealer held three trumps and a Seven of Spades and Seven of Hearts, it

would be better to discard the Spade, for, as the dealer's strength was in the red suit, the probabilities would be that the other side would be correspondingly weak, and therefore the Heart would be better than the Spade. Where you have two of one suit and one of another to discard from, always discard the suit in which you have one card, for then you may have an opportunity to "ruff."

THE LEAD.

We have seen that the game is opened by the eldest hand leading, and much depends upon this feature of the game.

Where a dealer has been assisted, it is a common practice to lead through the assisting hand, and frequently results favorably; for, in the event of the dealer having but the trump turned, a single lead of trump, exhausts his strength, and places him at the mercy of a strong suit of lay cards. It is not, however, always advisable to "swing" a trump, for if the eldest hand holds a tenace, his duty is to manœuvre so as to secure two tricks; but this is only an exceptional case. The proper method of determining the nature of the lead is indicated by the quality of the hand and the purpose to be accomplished. The eldest hand, holding two Aces and a King, with two small trumps, of course would lead trump through assisting hand, for the reason that the only hope of securing a "Euchre" would be dependent upon the success of the lay suits, and they only can be made available after the trumps have been exhausted.

Where the dealer takes the trump voluntarily, the eldest hand is of course upon the defensive, and to lead trump under such circumstances would be disastrous.

Should your partner have the Right Bower turned, lead a small trump; by so doing, you will be sure to weaken your adversary's hand.

When your partner makes the trump, or orders it up, lead him the *best* trump you hold. Do this in any case.

When you hold the commanding cards, they should be led, to make the *march*; but if you are only strong enough to secure your point, side cards should be used; put the lowest on your partner's lead, if it be a commanding card; the highest on your adversary's.

When opposed to a lone hand, always lead the best card you have of a lay suit, so that the possibility of your partner's retaining a card of the same suit with yourself may be averted; particularly if it is a card of opposite color from the trump, for, if a red card should

be trump, and an opponent played it alone, there would be more probability of his not having five red cards than of his holding that number, and the further chance, that if he did hold five red cards, it would, in like proportion, reduce the probability of your partner having one of the same suit, and give him an opportunity to weaken your opponent's hand by trumping it.

The exception to the above rule is, when you hold two or three cards of a suit, including Ace and King, and two small cards in other suits; in this case your best play would be to lead one of the latter and save your strong suit, for the reason that your partner may hold commanding cards in your weak suits, and thus you give him a chance to make a trick with them; and if this does not occur, you have your own strong suit as a reserve, and may secure a trick with it.

When playing to make a lone hand, always lead your commanding trump cards first, reserving your numerical trumps and lay suit for the closing leads. When you have exhausted your commanding trumps, having secured two tricks, and retain in your hand a numerical trump and two cards of a lay suit, lead the highest of the lay suit to make the third trick, then your trump. For instance, suppose Hearts are trumps, and you hold the Right and Left Bowers and Ten of trumps, and Ace and Nine of Spades; lead your Bowers, then the Ace of Spades, following with the Ten of trumps and your lay Nine. The reason for playing thus is obvious. You *may not* exhaust your adversaries' trumps by the first two leads, and if either of them were to retain a trump card superior to your Ten, by leading the latter you would, in all probability, suffer the mortification of being Euchered on a lone hand. For example—we will suppose one of your opponents holds the Queen, Seven, and Eight of trumps, with a small Diamond and Club, or two of either suit: he would play the two small trumps on your Bowers, and if you led the Ten of trumps, he would capture it with his Queen, and lead you a suit you could not take. Your chance of escape from such a dilemma would be very small. On the other hand, if, on your third lead, you were to lead the lay Ace, you would force your adversary to play his remaining trump, and allow you to win the point.

When you hold three small trumps and good lay cards, and desire to Euchre your opponents, lead a trump, for when trumps are exhausted you may possibly make your commanding lay cards win.

When you make the trump next in suit, always lead a trump,

unless you hold the tenace of Right Bower and Ace, and even then it would be good policy to lead the Bower, if you hold strong lay cards.

When you hold two trumps, two lay cards of the same suit, and a single lay card, lead one of the two lay cards, for you may win a trick by trumping the suit of which you hold none, and then, by leading your second lay card, you may force your opponents to trump, and thus weaken them. With such a hand it would not be good play to lead the single lay card, for you might have the good fortune to throw it away on your partner's trick, and ruff the same suit when led by your opponents.

When your partner has made or adopted the trump, it is bad play to win the lead, unless you are the fortunate possessor of a hand sufficiently strong to play for a march.

If your partner assist you, and has played a trump, and you have won a trick and the lead, do not lead him a trump unless you hold commanding cards, and are pretty certain of making the odd trick or a march, for your partner may have assisted on two trumps only, in which case such a lead would draw his remaining trump, and, in all probability, prove fatal to his most cherished plans.

When you have lost the first two tricks, and secured the third, if you hold a trump and a lay card, play the former, for, in this position of the game, it is your only chance to make or save a Euchre. There are only two exceptions to this rule, viz.: when you have assisted your partner, or when he has adopted the trump and still retains the trump card in his hand. In the former instance, you should lead the lay card, trusting to your partner to trump it; in the latter case, you should also lead the lay card, unless your trump is superior to your partner's, and your lay card is an Ace or a King, in which case you should play trump, and trust to the lay card to win the fifth trick. The reason for this play is very manifest: if your opponents hold a better trump than you, it is impossible to prevent them winning the odd trick, and, therefore, the Euchre or point; but if they hold a smaller trump, your lead exhausts it, and you may win the last trick with your lay card. This position frequently occurs in the game, and we recommend it to the attention of the novice.

ON TRUMPING.

In the game of Euchre, nothing is more important than the judicious employment of trumps, and the successful issue of the game is, perhaps, more dependent upon a thorough knowledge of their power and use, than all the other points of the game combined. In the course of this article we have already had much to say about trumps, particularly in that portion which treats of the lead, but if our readers will permit, we propose to briefly notice one subject which has remained untouched—that of trumping, or ruffing, as it is technically termed; and if our ideas on the subject will prove of any service to the tyro in the game, we shall have accomplished all we designed, both by this and other portions of the present article.

If your partner adopts or makes the trump, and you hold the Right or Left Bower alone, ruff with it as soon as you get the opportunity.

When playing second, be careful how you ruff a card of a small denomination the first time round, for it is an even chance that your partner will take the trick if you let it pass. When such a chance presents itself, throw away any single card lower than an ace, so that you may ruff the suit you throw away when it is led.

When your partner assists, and you hold a card next higher to the turn-up card, ruff with it when an opportunity occurs, for by so doing you convey valuable information to your partner.

When you are in the position of third player, ruff with high or medium trumps. This line of play forces the high trumps of the dealer, as at the game of Whist, and thereby you weaken your adversaries.

When your partner leads a lay ace, and you have none of that suit, do not trump it; but if you have a single card, throw it away upon it.

CONCLUDING HINTS.

Never lose sight of the state of the game. When you are four and four, adopt or make the trump upon a weak hand.

When the game stands three to three, hesitate before you adopt or make a trump upon a weak hand, for a Euchre will put your adversaries out.

When you are one and your opponents have scored four, you can

afford to try and make it alone upon a weaker hand than if the score was more favorable to you.

When you are eldest hand and the score stands four for you and one for your opponents, do not fail to order up the trump, to prevent them from going alone. Of course you need not do this if you hold the Right Bower, or the Left Bower guarded.

Be very careful how you underplay—skilful players may attempt this, but as a general rule the tyro should take a trick when he can.

Never trump your partner's winning cards, but throw your losing and single cards upon them.

When second hand, if compelled to follow suit, head the trick if possible ; this greatly strengthens your partner's game.

When you cannot follow suit or trump, dispose of your weakest card.

When opposed to a lone player, be careful how you separate two cards of the same suit. Throw away a single king rather than separate a seven and queen. Be cautious how you separate your trumps when you hold the Left Bower guarded.

When it comes your turn to say what you will do—whether you will pass, assist, order up, or go it alone—decide promptly and without unnecessary hesitation or delay. If you do not have sufficient interest in the game to give your undivided attention to it, you will do well to keep away from the table, for you have a partner's interest to consult as well as your own. Finally—lose without a murmur, and win without triumph.

We have not in this article given any other than the accepted rules, as applied to Euchre. We have at the outset stated the meaning of a few technical expressions connected with the game. We have made but few practical applications, for we have presumed that one competent to master it could apply the rules for himself.

All undertakings, whether in business or pleasure, are advantageous only as they are founded upon, and assimilated with, common sense. And until the player unites reason with fortune, he can never count with any degree of certainty upon success.

The innumerable phases which the game is capable of assuming would require more paper and words to express than one would willingly devote to pleasure. For when the pursuit of pastime merges into the exactions of study, relaxation becomes a task, and "desire fails."

TWO-HANDED EUCHRE.

In this, as in the four-handed game, the deal being made, the non-dealer may pass or order up; should he pass, the dealer, at his option, may pass, or discard and take up the trump, when the game begins by the lead of the non-dealer; but should the dealer think his hand not strong enough to risk a play, he too will pass, when his adversary may pass again, or make a trump (which, as a general rule, should be next in suit); if he pass a second time, the dealer has the right to make a trump or again pass, in which case the cards are to be bunched, and the deal passed to the original non-dealer.

If the dealer takes up the trump and plays the hand, he must win three tricks to make a point; or should he take the five tricks, he makes a "march," which entitles him to score two points. Should he fail to make three tricks, he is Euchred and his adversary counts two points. The same rules apply to the party ordering up, or making the trump.

In passing, or ordering up, much will depend upon the state of the game, and what the player desires to accomplish; he may pass upon a good hand, when he has reason to believe that by so doing he will Euchre his adversary, should he play the hand. In this case, too, he should have good reason to suppose that his adversary will take up the trump, or else have cards to make the trump himself.

The player, remembering that he has but a single hand to contend against, may play, or even order up, if he has a reasonable hope of making three tricks.

Lead your strongest trumps first, until you have won two tricks, and then, having a trump left, lead some other card, so that, if your adversary takes it, you may have a chance to trump the card he leads, and thus make your point. Having won two tricks, and your adversary being without a trump, play for a *march*, by leading trumps, or your highest cards.

The deal is considered equal to a point, therefore never pass the deal unless to save a Euchre.

Having discarded, you have no right to take the card back and discard another, even though you have made a mistake. Your opponent must profit by your mistakes, as well as by your bad play, or weak hand.

THREE-HANDED EUCHRE.

This game, as its name indicates, is played by three persons, and as each one plays for himself, and is therefore opposed by two adversaries, the game requires closer attention, and the exercise of more judgment than any of the other Euchre games.

In two-handed Euchre, the player may stand upon a slight hand, but not so in this game; to stand or order up he must have a good hand, inasmuch as he has two hands combined against him, and should he be Euchred, both adversaries count two.

Another important feature of the game is, that the play varies according to the stage of the game; for example—at the beginning of the game, each player strives to make all he can for himself; at the first play the dealer makes a *march*, and counts three; the next dealer makes one point, and the third dealer one; the first dealer again deals and turns down the trump, No. 2 passes and No. 3 makes · the trump and a point; the game now stands thus:—

Dealer No. 1....................3 points.
     "   2....................1 point.
     "   3....................2 points.

No. 2 now has the deal, and should he be Euchred, No. 1 wins the game; therefore, while No. 1 plays to win the game by a Euchre, No. 3 plays to let the dealer make a point, which would make the game stand thus:—

No. 1....................3 points.
   " 2....................2 points.
   " 3....................2 points.

The deal is now with No. 3, and he will play to make a march and go out; No. 1 will oppose and if possible Euchre No. 3, which would of course put him out. It is, however, evidently the policy of No. 2 to prevent the Euchre, and allow No. 3 to gain a point, that each may have another chance to win the game. No. 1 and No. 3 are now both three and No. 1 deals, but not having a strong hand and fearing a Euchre, he turns down the trump. No. 2 *makes* the trump, and a point, his adversaries playing to prevent him making a march. Each player is now three, and No. 2 deals; but as all are anxious to win the game without dividing the honor or profit,

the dealer is permitted to make a point, but not a march, if his opponents can prevent it.

No. 3 next strives to win by a march, but, as in the last case, his adversaries play to prevent him making more than one point : and the same strife occurs when No. 1 deals.

Now, as each player is four, the game must terminate with the next deal, so that the dealer must either make his point or be Euchred, in which case both his adversaries win, and therefore on the last deal, both non-dealers play the strength of their combined game against the common enemy, and thus beat him, if they can. The dealer, however, has a remedy against a defeat, which is in this : if, upon examining his hand, he believes he cannot make a point, he can pass, and thus throw the deal elsewhere, thus having one more chance to win, and the same policy may be pursued by each player, until the game is played out. In some coteries the player who achieves a march is only permitted to score *two* points, and this was formerly the general practice ; but the rule now adopted by all the Club-Houses admits of a score of *three* points for a march at three-handed Euchre ; and where no proviso is made to the contrary previous to beginning the game, a march *must* score three points.

SET-BACK EUCHRE.

This game may be played by two or more persons, and is governed by the same rules as ordinary Euchre, except in the matter of counting, as hereinafter explained. It is quite amusing and exciting, especially when played for money.

Suppose four persons sit down to play, and agree that the pool shall be one dollar : each one contributes twenty-five cents. At the beginning of the game, each player is five, and now the struggle commences to wipe out these scores, and thus win the game. Each player plays for himself, and all are combined against him who orders up or plays the hand. Should any one not win a single trick, he has one point added to his score, and whoever is euchred is obliged to put another quarter into the pool, and has two points added to his score.

The player who thinks he cannot take a trick, has the right to throw up his hand, and thus save himself from being *set back*. The player who is the first to reduce his score to nothing, wins the game and the pool.

The above is the game of Set-Back Euchre pure and simple,

but various modifications are frequently introduced. The following are the most popular of these :—

After a trump is made, ordered up, or taken up, should any player deem himself possessed of a sufficient force of trumps to make a march, he will say, "I declare"—which signifies he will play to take all the tricks—and if he is successful in making the march, he wins the game and pool, no matter how many points are scored against him. Should he, however, be unsuccessful in the undertaking, he forfeits double the number of points against him, and, in addition, must pay in the pool the penalty of a Euchre. For instance, if a player stands with seven points to go, and *declares* without making the march, he must be "set back" to fourteen points, and pay a quarter to the pool. The player who declares to make a march has the privilege of the lead, and becomes eldest hand, unless he be the dealer; but if the dealer declares, he does not have that privilege. In some circles it is customary for the unsuccessful players to pay to the winner of the pool a certain sum (previously agreed upon) for each point they have to go when the game is concluded; this is not, however, considered a rule to be strictly followed, but may be left to the option of the players.

Another variety of this game is played as follows: When the party adopting, making, or ordering up the trump, is Euchred he is set back two points, while his adversary scores two, as in the ordinary game.

LAP, SLAM, JAMBONE, AND JAMBOREE.

By whom these variations were invented is unknown, but it is generally conceded that they are of Southern origin, where Euchre has long been a decided favorite, and where these variations are more frequently played, than in any other part of our country.

LAP.

The *Lap* game may be played by two, three, or four persons, when they agree to play a series of games, so that the *lap* may be applied, which is simply counting upon the score of the ensuing game all the points made over and above the five of which the game consists. For example, if one party, having made four points, should Euchre his opponents, or make a march, either of which entitles him to score two points, he not only wins the game then being played, but

counts one point on the next game ; or, if a player in a four-handed game, having four points, plays a lone hand, and makes his five tricks, he wins the game and scores three points on the next game. When the lap game is played, it is usual to count four points when a lone hand is Euchred.

SLAM, OR LOVE-GAME.

Slam and *Love* appear to be synonymous terms, and, when applied to games, imply that when a party has won a game before his opponent has made a single point, the vanquished has been *Slamed*, or played a Love-game. The term *Love* is used in all games, and simply means nothing. In billiards, the professional marker or keeper of the game announces, at the end of each count, the state of the game, thus—twenty-five-love—meaning that one player is twenty-five and the other nothing. In Euchre, the penalty for being *slamed* is, that the game thus lost is to be counted a double game, and must be counted as two games. And further, suppose a player, being four, and his adversaries nothing, plays a lone hand and makes his five tricks, he not only wins that game, which is to be counted as two games, but counts the extra three points on the score of the third game, by means of the Lap as heretofore explained.

JAMBONE.

Jambone is a word unknown to Webster, but, as applied to Euchre, means that a party who plays Jambone plays a lone hand with his cards exposed upon the table. Thus, if a player holds what he supposes to be an invincible hand, with which he cannot fail to win five tricks, announces in his turn that he will play Jambone, he spreads his cards upon the table face up. When the cards are thus exposed, the player entitled to the lead has the right to call any one of the cards so exposed to be played to the first trick, but this right does not extend to any but the party entitled to lead. Let us illustrate by a single example :—

Suppose the dealer turns up as the trump card the King of Hearts. The other players pass, or his partner may propose to assist—but, upon examining his cards, he finds he holds the two red Bowers, the Ace and Ten of trumps, and a card of some other suit, and thereupon determines to risk a Jambone, which he announces, and exposes his cards, having discarded the odd card. The eldest hand, or

player entitled to the lead, holds the Queen of trumps, plays it, and calls for the Ten, which the dealer is obliged to play, thus losing the trick. Although he wins the other four tricks, he can count only one point; but should it so happen that the Jambone player, under all the disadvantages of exposing his hand, and of giving the elder hand the right to call for either of his cards, as explained, wins all the tricks, he is entitled to count eight points.

The right to the *call* is forfeited when the partner of the player having the lead gives any intimation which enables the two to win the first trick.

A Jambone hand may be played by either party, subject to the same rules which govern playing alone in the regular game.

When the adverse party order up or make the trump, a Jambone hand cannot be played, and the holder must be content with the satisfaction of Euchring his opponent.

The Jambone player being entitled to lead, his left-hand opponent only, has the right to say which of the exposed cards shall be lead.

No *call* can be made after the first trick has been played, after which the Jambone player may exercise his own judgment, and lead whichever card he pleases.

If the Jambone player wins less than five tricks, he can score but one point; and should he fail to win three tricks, his adversaries are entitled to score eight points.

When the dealer plays Jambone, and the eldest hand leads a card not a trump, but which the dealer will trump, he should call for the lowest exposed card, so that his partner may have a chance to play a higher trump than the one called, and thus win the trick.

If the dealer holding a Jambone hand finds that by discarding and taking up the trump, he weakens his hand, he is not obliged to discard, so that the turn-up card merely indicates the trump suit.

The player calling the card for the first trick, must call it the moment he leads, or he forfeits his right to the call.

If the lead belongs to the Jambone player, his opponent entitled to the call must call before a card is played, otherwise the Jambone player may play any card he chooses, the right to the call being forfeited.

These are the most important points in the Jambone game, which the player will find quite interesting, and which will call forth his greatest skill and the exercise of his profoundest judgment.

JAMBOREE.

Jamboree signifies the combination of the five highest cards, as, for example, the two Bowers, Ace, King, and Queen of trumps in one hand, which entitles the holder to count *sixteen* points. The holder of such a hand, simply announces the fact, as no play is necessary; but should he play the hand as a Jambone, he can count only eight points, whereas he could count sixteen if he played it, or announced it as a Jamboree.

When the parties are playing Laps and Slams, and one of the players has four points to his opponent's nothing, and announces a Jamboree, the sixteen points thus won, added to his four, making twenty points, is equal to four games, each of them a Slam, which entitles him to count eight games in all.

Jamboree, like Jambone, cannot be played as such, if the adverse party order up the trump or make it, in which case the hand can only make two points, as in an ordinary Euchre.

CRIBBAGE.

Of the origin of Cribbage we are not aware that any thing is known further than that it is essentially an English game.

The game is played with a full pack of fifty-two cards: Sixty-one points constitutes the game. These points are scored on a Cribbage Board, of which see a representation on next page. It has, as will be seen, sixty-one holes, and in these the points aforesaid are marked; the whole table being subdivided into compartments of five holes each.

The board is placed either across or lengthways between the players. It is a matter of indifference how the end of the board from which you commence is placed; but you must count from that end which contains the sixty-first, or game hole; beginning at the outside edge (A or B), and passing along it to the top, then down the inside row to game. To mark the game, each player has two pegs; if the first score be two, stick a peg and leave it in the second hole, and when next it becomes your turn to mark, place the other peg in the number that gives the points you have to mark counting from your first peg. When you have to mark a third score, take out the back peg, and reckon from the foremost, which

must never be disturbed during the progress of the game, the scores being invariably marked by the hindmost peg of the two. Thus, the foremost peg always keeping its hole, the players can detect the amount that is marked, and check each other's score. To avoid confusion, it is usual for the pegs of each party to be of different colors; although the one player never, in any way, touches his adversary's half of the board.

All the Kings, Queens, Knaves, and Tens, count as ten each; the rest of the cards according to their ordinary value, as Sixes for six, Eights for eight, and so forth; Aces reckon one only. This means merely their value as cards. The points which count for the game are made by Fifteens, Sequences, Flushes, Pairs, &c.

There are games at Cribbage for two, three, or four players; but the theory is contained in Five-card Cribbage for two players.

FIVE-CARD CRIBBAGE.

The players shuffle the cards in the usual manner, and cut for deal. The player cutting the lowest card deals. The lowest card in cutting is always the Ace; but in Cribbage, if two Court Cards, or a Court Card and a Ten, are cut, there is a tie, and the players must cut again. The deal determined, the cards are shuffled by the dealer, who then lays them on the table on his opponent's side of the Cribbage-board, which is usually placed on the table between the players. The non-dealer then cuts the pack into two parts; and with the undermost half the dealer distributes five cards each, beginning with his adversary. The dealer then places the remaining cards on the other heap, and the pack remains undisturbed by either party till the crib cards are discarded. Each player then looks at his hand, and throws out two cards, it being imperative that the non-dealer

A   Game Hole.   B

throws first. The elder hand (the non-dealer) then again cuts the cards on the table by taking up any number, not fewer than three, without exposing the faces of any of the cards ; the dealer lifts the topmost card of the lot left on the table, the non-dealer replaces the cards he cut, and the dealer puts the top card, face upward, on the whole. This operation, though rather complicated in description, is very simple in practice. The discarded and the exposed cut-card (the turn-up) form what is called the *crib*. The number scored in the crib belongs always to the dealer ; the deal being taken alternately. If a Knave happen to be the " turn-up," the dealer takes " two for his heels." The turn-up is reckoned in making up the score of each player's hand, as well as of the crib.

The game then commences. The elder hand plays a card—on his own side of the Cribbage-board—calling out the value of the card played. Thus, we will suppose the elder hand to hold a King, Knave, and a Five ; and the dealer, a Seven, Knave, and Eight ; and that a Four has been turned up. The non-dealer then plays (say) the Knave, and says, " Ten ;" the dealer replies by playing his Knave, and cries " Twenty," and takes two for the pair ; his opponent then plays his King, and says " Thirty." This being the nearest point to thirty-one, and the dealer having no Ace in his hand, cries " Go," when his adversary scores one hole on the board. Each player's hand is then counted ; the elder scoring four—two for each fifteen ; and the dealer two, for the seven and eight, which make fifteen. But if the Knave in either hand be of the same suit as the turn-up, the holder of such Knave scores " one for his nob." The crib is then taken by the dealer, and the game proceeds as before. Or, to explain this more fully : after dealing, laying for crib, and cutting, as explained, the elder hand plays a card, which the other endeavors to pair or fifteen—the pips on the one card being added to those on the other. Then the non-dealer plays another card, and so on up to thirty-one, or the nearest point to it. For the " go" a single hole is scored, except when exactly thirty-one is made, when two holes are added to the score of the player whose last card makes the required number.

The points which each party has made, during the playing out the hand, having been all taken at the time they were gained, and the deal being finished, each party now completes his score, and marks that number of points towards game to which he is entitled. The non-dealer reckons first ; and, having marked his gains, if any,

on the board, the dealer in his turn counts—first, his hand, and then his crib, for the crib belongs to the dealer.

The hands are reckoned thus, in every way that it is possible to produce the combination :

Points.

For every fifteen—as, 7 and 8 ; 10 and 5 ; 9 and 6 ; 8, 3, and 4, &c., - - - - - - - - - - 2

For a sequence of three or four cards—as, 2, 3, 4, 5, - 3 or 4

For a flush in hand, that is, three cards of any one suit, - - 3

For a full flush, when the cards in hand and the turn-up are of the same suit, - - - - - - - - - 4

For a pair (two of a kind, as two Fives, Sixes, Sevens, &c.), - 2

For a pair-royal (three of a sort), - - - - - - 6

For a double pair-royal (four of a kind, as four Kings, Aces, &c.), - - - - - - - - - 12

Knave of the suit turned up (the nob), - - - - - 1

Sequences always count double when, in the four cards, there are two of a sort. Thus : suppose the hand to consist of a Seven, an Eight, and two Nines, the score would be ten—two for the fifteen (7 and 8), and six for the double sequence, 7, 8, 9 ; 7, 8, 9 ; with two for the pair of Nines. Or, again, suppose the hand to consist of a Three, a Four, and two Fives, the score would be—

3 4 5 - - - - - - 3 holes ⎫
3 4 5 - - - - - - 3 "   ⎬ 8 holes
The pair - - - - - - 2 "   ⎭

The non-player, at the commencement of the game, takes three holes as an equivalent for the crib belonging to the dealer. This " three for non-deal" may be taken at any part of the game, but it is usual, in order to avoid confusion, to take them at the beginning.

After counting up all the points another deal then takes place, and is conducted in a similar manner ; and so on, until either one of the parties has completed the required number of sixty-one, when he is proclaimed the victor, and the game is finished.

In reckoning the hand and crib, after the deal, you have been already informed that the non-dealer counts first. It will facilitate your reckoning, if you sum up the amount of points to which you are entitled, in the following order : Firstly, Fifteens ; secondly,

Sequences; thirdly, Flushes; fourthly, Pairs, Pairs-Royal, or Double Pairs-Royal; fifthly, the point for the Knave. Reckoning up the hand, or crib, is technically termed "showing." Thus the non-dealer is said to have "the first show," a point of immense importance at the final stage of the game; since he may thus be enabled just to "show out," and consequently win the game; while the dealer may hold in his hand, and crib, points enough to make him out three times over, but altogether useless, since he has not the first show.

The non-dealer having summed up his score, under the observation of his opponent, the latter then performs the same operation, as relates to his own hand. He then turns up crib, which has up to this time lain *perdue*, and scores all to which it may entitle him.

Cribbage differs from all other games at cards by the almost numberless varieties of chances it affords. In almost all the books on card-games, cribbage is said to be useful to young people in accustoming them to calculate readily. We may perhaps take this with the least possible grain of salt. Let us now explain the principal

TECHNICAL TERMS USED IN CRIBBAGE.

Crib.—The two cards thrown from the hand of each player. These, with the turn-up, form the dealer's crib.

Fifteens.—Every two, three, or more cards which, added together, make fifteen, reckon two holes towards game, whether they be made in play, hand, or crib. Fifteens may be formed of court cards and Fives, Tens and Fives, Nines and Sixes, Eights and Sevens, or by three or four cards together. Thus, a hand consisting of three Fours with a Three turned up would count eight—a fifteen and a pair-royal; a hand of a Nine and three Sixes would count twelve—three fifteens and a pair-royal. Or, 7, 7, 4, 4, eight points—two fifteens and two pairs; or a crib of 7, 7, 7, 7 and 1 on the pack, would score 24—six fifteens and a double pair-royal. Or a crib consisting of four Deuces and a Nine turn-up, 20—fifteen 8 and 12 for pair-royal, and so on *ad infinitum*. This method of counting fifteens is common to all games at Cribbage. Whenever fifteen can be made of two, three, or more cards, in play or hand, the player making the fifteen adds two points to his score.

Pair or Pairs.—Every pair made in the play or the hand, reckons

for two points. To pair is to play a card of the same description, but it need not be of the same suit. If a tenth card be played, and you can answer it immediately with a similar tenth card, without exceeding thirty-one, it is a pair, and counts two. But in these pairs, all tenth cards do not count alike. It must be King for King, Queen for Queen, and so forth. At the end of the deal, you take the turn-up card to assist you in pairing, and count two for all pairs made by its assistance.

Pair-Royal or Prial. This consists of three cards of a similar sort, held either in the hand or crib, or occurring in the course of the game, as three Kings, three Aces, three Nines, &c. It scores six. Thus: if the leader play a Six, you put another Six on it, and score two for the pair; he then returns a Six, makes a pair-royal, and counts six points. If you have a pair-royal in your hand or your crib, you also score Six for it; and should you only hold a pair, and turn up the third, it reckons also for six. It is needless to say these combinations do not count for points, when other cards have been played between them.

Double Pair-Royal. Four cards of a sort make this combination, for which the score is twelve; alike, whether made in play, or in the hand, or in the crib. The turn-up card reckons with hand and crib, in this, as in every other case. Moreover, should your opponent have made a pair-royal, by playing a third of a sort, you are entitled to the double pair-royal, if you answer him with a fourth.

In taking six for a pair-royal, or twelve for a double pair-royal, you are not to suppose that the six and the twelve are merely increased numbers, bestowed as premiums for such combinations of the cards, and settled by arbitrary arrangement, independent of the rule that two points are allowed for every pair. A pair reckons for two, and the same principle, applied to a pair-royal, produces six; because, as a pair-royal contains three distinct pairs, you score two for each pair. Place, for instance, three Sixes in a row on the table, and mark them 1, 2, and 3, thus:

1	2	3
Six	Six	Six

Here Nos. 1 and 2 form the first pair, Nos. 1 and 3 the second pair, and Nos. 2 and 3 the third pair; without the same two cards having ever been reckoned more than once together.

Having analyzed this example, there will be little difficulty in

ascertaining the number of pairs to be found by *taking in pieces* a double pair-royal. The readiest way to attain demonstration is to place the four Sixes in a row on the table, as you did the three Sixes, and number them 1, 2, 3, and 4, thus:

1	2	3	4
Six	Six	Six	Six

Nos. 1 and 2 combined together, form a pair, and yield
   two points, for which carry out   -   -   -   ...   2
Nos. 1 and 3 form the second pair, and give two more   2
Nos. 1 and 4 form the third pair   -   -   -   -   2
Nos. 2 and 3 form the fourth pair   -   -   -   -   2
Nos. 2 and 4 form the fifth pair   -   -   -   -   2
Nos. 3 and 4 form the sixth pair   -   -   -   -   2

                                  —
             Total   -   -   -   -   12

Thus, we have six distinct pairs in a double pair-royal, which, of course, are thereby entitled to twelve points. Observe, that in making these points, although we reckon the cards over and over again, they always unite in different associations, and the same two cards are never reckoned twice together.

Sequences consist of three or more cards following in successive numbers, whether of the same suit or otherwise. He who holds them scores one point for every card in the combination, whether it take place in playing or in counting the hand or crib. But there cannot be a sequence under three cards. As in certain other cases, the court cards, King, Queen, and Knave, rank in sequences, after their usual classification as to rank, and not all alike as tenth cards. To form a sequence in play, it matters not which of the cards is played first or last, provided the sequence can be produced by a transposition of the order in which they fell. Thus, you lead the Five of Hearts, your adversary returns the Three of Diamonds; you then play the Four of any suit, and score three for the sequence ; he then plays Six and makes four, and so on, as long as the continuous sequence can be made. The spirit of this rule may be applied to all combinations occurring in regular successions.

You here observe that it does not matter of what suit are the cards forming the sequence, nor does the order signify in which they are played. You must not pass thirty-one in making a sequence. If
   4*

a sequence in play is once broken, it must be formed afresh, or can not be acted on.

In reckoning your sequences at the close of the deal, you use the card turned up along with your hand and crib ; and reckon them every way they will. A single example of this will here suffice :—

Suppose the crib to consist of two Kings (Clubs and Diamonds), and two Queens (Hearts and Spades), the Knave of Spades being the card turned up ;—how many can you take for sequences ?

Twelve, being four sequences of three each ; to be computed by reckoning the Knave with the Kings and Queens ; ringing the changes in the latter somewhat in a similar manner to the mode in which you have been taught to form a double pair-royal. To simplify this, take the Knave, the two Queens, and the two Kings, and spread them before you ; when they will count thus :—

Knave, with Queen of Hearts and King of Clubs	- -	3
Knave, with Queen of Spades and King of Clubs	- -	3
Knave, with Queen of Hearts and King of Diamonds	-	3
Knave, with Queen of Spades and King of Diamonds	-	3
Points for four Sequences - - - - - -		12

A Flush.—A Flush cannot happen in play, but occurs only in computing the hand or crib. A Flush signifies that all the cards in hand or crib are of the same suit, in which case you are allowed to mark one point for every card of which the Flush is composed. Thus, if your hand comprise three Hearts, you will take, on scoring for your hand, three for the flush in Hearts ; and should the turn-up card chance to be also a Heart, you will add another point for that, making four altogether. You are not permitted, however, to reckon a flush in the crib, unless the cards, of which the crib is composed, are of the same suit as the card turned up. It is essential to recollect the difference between a flush in the hand and a flush in the crib.

His Nob.—The Knave of the turned-up suit. In counting, in hand or crib, it marks one point.

His Heels.—The Knave when turned up. It reckons for two holes, but is only once counted.

End Hole.—The last hole on the board into which the player places his peg when he makes game. Also, same as "*the go.*"

Pegs.—The little brass, wooden or ivory pieces with which the game is scored on the board.

The Go.—The point nearest thirty-one. If thirty-one exactly be made, the player scores two holes; for the simple " go," one hole: in addition, of course, to any more he may make with his last card.

Last.—The three holes taken by the non-dealer at Five-card Cribbage.

The Start.—The state of the pack after being cut and before the cards are dealt.

RULES OF CRIBBAGE.

1. The players cut for deal, the holder of the lowest card being dealer. The Ace is lowest, and all ties cut again. All tenth cards —Kings, Queens, Knaves, and Tens—are ties.

2. Faced cards necessitate a new deal, if called for by the non-dealer.

[In the old laws, a faced card in the dealer's hand was considered of no consequence: but according to modern play, any card faced in the process of dealing obliges a new deal; but there is no penalty attached to the mistake.]

3. Should too many cards be dealt to either, the non-dealer may score two, and demand another deal, if the error be detected previous to his taking up his cards ; if he do not wish a new deal, the top or last-dealt cards may be withdrawn and packed ; when any player has more than the proper number of cards in hand, the opponent may score four, and call a new deal.

[This is seldom enforced—a new deal following any misdeal.]

4. If a player touch the pack after dealing, till the period of cutting it for the turn-up card, his opponent may score two points.

5. If a player take more than he is entitled to, the other party not only puts him back as many points as are overscored, but likewise takes the same extra number for his own game.

[This is called "pegging." You must be careful how you peg your opponent. If he has taken too many holes, the proper way to rectify his error, whether it be wilful or otherwise, is to take your back peg and place it in the hole his front peg should have properly occupied. Then remove his front peg, and make it your front peg by adding as many to your score as he has wrongfully taken. If in pegging him you remove his or your own front peg first, he may claim to have the pegs as they were ; or if you peg him wrongly, he is entitled to score all the holes he formerly marked, and your error in addition.]

6. Should either player even meddle with his own pegs unnecessarily, the opponent may score two points ; and if either take out his front peg, he must place the same back behind the other. If any peg be misplaced by accident, a bystander may replace it, ac-

cording to the best of his judgment; but the bystander should never otherwise interfere unless requested by the players.

7. If any player neglect to set up what he is entitled to, he loses the points so omitted to be taken, but his adversary cannot add them to his own score.

[Formerly the opponent could add to his own score all holes omitted to be taken; but this is now obsolete; the original loss being sufficient penalty.]

8. Each player may place his own cards, when the deal is concluded, upon the pack.

9. The cards are to be dealt one by one.

[It was formerly the custom in six and eight-card cribbage to deal two, three, or four at a time. The rule now-a-days, however, is as we have given it for all games at cribbage.]

10. The non-dealer, at the commencement of the game, in five-card cribbage, scores three points, called *three for last ;* but in six and eight-card cribbage this is not to be done.

11. After the score is taken on the board, the pegs must not be replaced, if a mistake be perceived, without the consent of the opponent.

12. Neither player is allowed to touch his adversary's pegs, under penalty of losing his game, except it be to peg him for a wrong score.

13. All cases of dispute must be decided by appeal to the bystanders.

14. Three cards at least must be removed from the pack in cutting for deal or turn-up.

15. When the Knave is turned up, "two for his heels" must be taken before a card is played, or the two cannot be scored.

16. The non-dealer discards for the crib first, and a card once laid out cannot be recalled if it be covered.

17. Neither player may touch the crib cards till the hand is played out.

[It is usual to throw the crib cards over to the dealer's side of the board, which plan insures regularity, and indicates whose deal it is. The pack is also placed on the other side ready for the next dealer.]

18. The dealer shuffles the cards, and the non-dealer cuts them for " the start." In four-handed cribbage, the left-hand adversary shuffles, and the right-hand adversary cuts.

MAXIMS FOR LAYING OUT THE CRIB.

Much of the success of the cribbage player depends on the man ner he lays out his cards for crib. The player should consider not only his own hand, but also to whom the crib belongs, as well as the state of the game; for what might be proper in one situation would be highly imprudent in another.

Firstly, When it is NOT your own crib, you will lay out such cards as are likely to be, in an average number of cases, of the least possible advantage to your opponent, in the production of pairs, fifteens, sequences, &c.

Secondly, When it is your own crib, you will lay out favorable cards for the crib.

Thirdly, It being your own crib to which you are about to discard, you will prefer consulting the interests of the crib, in preference even to those of your hand.

The most advantageous cribbage cards are Fives, Sevens, Eights, &c., when so assorted as to form fifteens, sequences, pairs, or flushes. The Five is, of all others, the most useful card, since it makes fifteen equally with either one of the tenth cards; of which there are no fewer than sixteen in the pack. Fives must therefore be in general the most eligible cards to lay out to your own crib, and the least eligible (for you) to lay out to your adversary; since, in so doing, you are almost certain to give him points. To discard a pair of any cards, again, is mostly bad play, unless it is for your own crib; and cards which follow each other in order, as a Three and Four, or Nine and Ten, being likely to be brought in for sequences, are generally bad cards to lay out in the case of its being your adversary's crib. The same calculation should, in its principle, be carried out as far as possible. Suppose you discard, to your opponent's crib, two Hearts, when you might with equal propriety have laid out a Heart and a Club instead,—you here give him the chance, however remote you may fancy it, of making a flush in his crib, which could not be effected by him, had you laid out the Heart and Club.

To lay out cards purposely, which are disadvantageous for the crib, is called in the " cribbage dialect" of our ancestors " balking' or " bilking" the crib.

The least likely cards to reckon for points in the crib, and there-

fore generally the best to discard for your adversary, are Kings; since a sequence can only be made up to, or as it may be termed, on one side of them; and cannot be carried beyond them. A King is therefore a greater balk in the crib than the Queen. So, again, of an Ace,— a sequence can only be made from it, and not up to it; and an Ace is therefore frequently a great balk to a crib; though in discarding an Ace some judgment is required to be exercised, being often a good card to hold for play; and forming a component part of fifteen. particularly when combined with Sixes, Sevens, and Eights, or with Fours and Tenth cards.

The cards, then, best adapted to balk our antagonist's crib, are a King, with a Ten, Nine, Eight, Seven, Six, or Ace; a Queen, with a Nine, Eight, Seven, Six, or Ace, or cards equally distinct or far off, and therefore certain not to be united in sequence by meeting with any other cards whatever. Of course, particular hands require particular play, and general principles must give way before their exceptions. "Circumstances alter cases;" throughout this work, as in all similar works, the author writes for what may be called "average hands of cards," and recommends that play which would be most conducive to success in the largest proportion of events.

Never lay out a Knave for your adversary's crib, if you can with propriety avoid it, as the probability of the turn-up card being of the same suit as the Knave is three to one against it. Consequently, it is only three to one but the retaining such Knave in your hand gains you a point; whereas, should you discard it to your opponent's crib, it is only three to one against the chance of its making him a point; hence the probable difference of losing a point by throwing out your Knave is only three to two and one-third; or nine to seven; that is to say, in laying out a Knave for your antagonist's crib, when you could equally keep the same in your hand, sixteen times, you give away just seven points; it being only nine to seven but you give away a point every time you play in this manner, and every single point is of consequence if contending against a good player. As we just now remarked, there may, of course, occur exceptions to this and every other rule.

The cards which are usually the best to lay out for your own crib are two Fives, Five and Six, Five and Tenth card, Three and Two, Seven and Eight, Four and Ace, Nine and Six. and similar couples. If you have no similar cards to lay out, put down

as close cards as you can; because, by this means you have the
greater chance of either being assisted by the cards laid out by
your adversary, or by the turn-up; and further, you should uni-
formly lay out two cards of the same suit for your own crib, in
preference, *cæteris paribus*, to two other cards of the same kind,
that are of different suits, as this gives you the probable chance of
flushing your crib; whereas, should you lay out two cards of
different suits, all gain under the head of a flush is at once destroyed.
It is mostly good play to retain a sequence in hand, in preference
to cards less closely connected; more especially should such
sequence be a flush; and once more remember, that the probable
chance of points from the crib is something nearly approaching to
twenty per cent. over the hand. It is, therefore, indispensably
your duty, if you wish to win, to give the lead to your crib at the
expense of your hand.

In general, whenever you are able to hold a pair-royal in hand,
you should lay out the other two cards, both for your own and your
adversaries' crib—some few cases, however, excepted. For example,
should you hold a pair-royal of any description, along with two
Fives, it would be highly dangerous to give your antagonist the
brace of Fives, unless in such a situation of the game that your
pair-royal would make you certainly out, having the first show, or
else that your adversary is so nearly home himself that the con-
tents of the crib are wholly unimportant. Many other cards are
very hazardous to lay out to your adversary's crib, even though you
can hold a pair-royal—such as Two and Three, Five and Six,
Seven and Eight, and Five and tenth card; therefore, should you have
such cards combined together, you must pay particular regard to
the stage of the game. This caution equally applies to many other
cards, and particularly when, the game being nearly over, it hap-
pens to be your own deal, and that your opponent is nearly home,
or within a moderate show-out. Here, then, should be especial
care taken to retain in hand cards which may enable you to play
"off" or wide of your adversary, and thus prevent his forming any
sequence or pair-royal. In similar positions you should endeavor,
also, to keep cards that will enable you to have a good chance of
winning the end hole, which frequently saves a game.

HOW TO PLAY THE HIGH GAME.

The chances in this game are often so great, that even between skilful players, it is possible, at Five-card Cribbage, when the adversary is fifty-six, for a lucky player, who had not previously made a single hole, to be more than up in two deals, his opponent getting no farther than sixty in that time ; and in Four-handed Cribbage a case may occur, wherein neither of the two players hold a single point in hand, and yet the dealer and his friend, with the assistance of a Knave turned up, may make sixty-one by play in one deal, while the adversaries only get twenty-four ; and although this may not happen for many years, yet similar games may now and then be met with.

The following we take from Walker's treatise, as quoted by all the modern writers on the game.

" Should you hold a Three and a Two, it is frequently the best play to lead off the Three (or the Two), on the chance of your adversary playing a tenth card (*of which never forget that there are sixteen*), making thirteen, when your Two (or your Three) drops in, making two points for the fifteen. The same principle applies to the leading from a Four and an Ace, and has this additional advantage, that should you thus succeed in forming fifteen, your opponent can form no sequence from your cards.

" Remember, that when your adversary leads a Seven or Eight, should you make a fifteen, you give him the chance of coming in with a Six or a Nine, and thus gaining three holes against you ; but this will sometimes tend to your advantage by allowing of your rejoinder with a fourth card in sequence. For instance, your opponent leads an Eight, and you make fifteen by answering with a Seven ; he plays a Six, making twenty-one, and scores three for the se quence, but having a Nine or Ten, you play it, and score four or two after him. In all such cases, play to the state of your game ; for what would be at one time correct, would be, at another, the worst possible play.

" To lead from a pair is generally safe play, good ; because, should your opponent pair you, you form a pair-royal, making six holes ; while the chance of his rejoining with a fourth is too small to be taken into consideration. It would rarely, though, be correct to lead from a pair of Fives, as he would make fifteen with a Tenth card.

" When your adversary leads a card which you can pair, it is bet-

ter to make fifteen, in preference to the pair, should you be able so to do ; as you will naturally suspect he wishes you to pair him, in order to make a pair-royal himself. But here, as elsewhere, your chief guide is the relative state of the game.

" When you can possibly help it, consistently with your cards, do not, in play, make the number twenty-one ; for your antagonist is then likely to come in with a tenth card, and score two.

" Should you hold a Nine and Three, it is good play to lead the Three ; because, should it be paired, you form fifteen by playing the Nine. The same applies to the holding of a Four and a Seven ; in which case, should your Four be paired, you make fifteen with the Seven.

" The following style of play facilitates your obtaining the end hole. Should you hold two low cards and one high card, lead the former ; but should you hold one low card and two high cards, lead from the latter. Like other general directions, all this is, however, subject to contingencies.

" Holding a Ten and Five, and two holes being at the moment an object of great importance, lead the tenth card, in hopes of your adversary's making fifteen, when you can pair his Five.

" Holding a Seven and Four, it is good play to lead the Four ; because, if paired, your Seven comes in for fifteen : the same direction applies to your holding a Six and Three, and Three and Nine, or other cards similarly related.

" When compelled to lead from a sequence of three cards, play the lowest, or highest, in preference to the middle card. With a Six, Seven, and Eight, the Seven is, however, then the best card, as it enables you to bring in a sequence.

" In laying out for your own crib, suppose you hold a pair of Fives, and no tenth card, discard them both. Bear in mind that of all the tenth cards, the Knave is of the most importance ; and that those cards which tell best in counting the hand, are not always the best for playing.

" If in play you throw down a Four, making the number twenty-seven, your adversary has the chance of pairing your Four, and of making at the same time thirty-one. If you make twenty-eight with a Three, you incur the same risk. These apparent trifles must be studied, and similar points on your part, if possible, avoided, while you should be constantly on the watch to grasp them for yourself, should your antagonist leave an opening.

" As the dealer plays last, his chances are greater than those of the leader for making the end hole or other desirable points in play. The dealer has also in his favor the chance of gaining the two points by lifting a Knave or Jack, and making 'two for his heels.' "

The phrase "playing off" is used in contradiction to its reverse, "playing on." Thus, should your adversary lead a Five, and you follow with a Six, Seven, Four, or Three, you "play on," because you allow him the chance of making a sequence; while, by playing a high card, you only leave him the chance of making a fifteen with a small one—that is, you "play off." Half the battle depends on whether you play "off" or "on;" but all must depend on your own judgment. Occasionally you may play on with a view to your own longer sequence; as for instance, he plays a Seven, and you hold a Five, Four, and Three. You play the Five in reply to his Seven, which allows him to play the Six, if he has one, and then you are able to come in with your Four, and perhaps win the Three to follow.

ODDS OF THE GAME.

The chances of points in a hand are calculated at more than four, and under five; and those to be gained in play are reckoned two to the dealer, and one to the adversary, making in all about six on the average, throughout the game; and the probability of those in the crib are estimated at five; so that each player ought to make sixteen in two deals, and onward in the same proportion to the end of the game; by which it appears that the first dealer has rather the advantage, supposing the cards to run equal, and the players likewise equally matched in skill. By attending to the above calculation, any player may judge whether he is at home or not, and thereby play his game accordingly, either by making a push when he is behind and holds good cards, or by endeavoring to balk the opponent when his hand proves indifferent.

IN FAVOR OF THE DEALER.

Each party being even 5 holes going up, is............ 6 to 4

at 10 holes each.... .... 12 .. 11

15 each....................... 7 .. 4

20 each....................... 6 .. 4

25 each....... .... 11 .. 10

Each party being at 30 each, is................	9	to	5
35 each......................	7	..	6
40 each.....	10	..	9
45 each.....................	12	..	8
50 each.....................	5	..	2
55 each.....................	21	..	20
60 each.....................	2	..	1

When the dealer wants 3 and his opponent 4........... 5 .. 4

In all situations of the game, till within 15 of the end,
    when the dealer is 5 points ahead.................. 3 .. 1

But when within 15 of the end....................... 8 .. 1

And if the dealer wants 6, and the adversary 11........ 10 .. 1

Should the dealer be 10 ahead, it is............. 4 or 5 .. 1

And near the end of the game................. 10 or 12 .. 1

When the dealer wants 16, and the antagonist.... 11 .. 21 .. 20

AGAINST THE DEALER.

Both players being even at 56 holes each, is........... 7 .. 5

    57......................... 7 .. 4

    58......................... 3 .. 2

If the dealer wants 20, and his opponent 17........... 5 .. 4

When the dealer is 5 points behind, previous to turning
    the top of the board............................. 6 .. 5

When he is 31, and the antagonist 36................ 6 .. 4

When 36, and the adversary 41....................... 7 .. 4

EVEN BETTING.

When at 59 holes each player.

In all points of the game, till within twenty of the end, if the non
    dealer is three ahead.

The dealer wanting 14, and his antagonist 9.

Ditto............. 11, Ditto........... 7.

SIX-CARD CRIBBAGE.

This game is also played with the whole pack; it is the game most popular in this country; but both in skill and scientific arrangement it is vastly inferior to that played with five cards. Still, it is a pleasant resource in a dull hour, and abounds with

amusing points and combinations, without taxing the mind much. It is played on the same board, and according to the principal portion of the rules of the preceding game. Its leading peculiarities may be thus summed up.

The dealer gives six cards to himself and his adversary. Each player lays out two of these for crib, retaining four in his hand. The deal and the "start" card is the same as at the five-card game, in like manner the pairs, sequences, fifteens, &c., operate, and the game point is sixty-one. The non-dealer, however, is not allowed any points at the beginning. The main difference between the games is, that in the game already described, the object is to get thirty-one, and then abandon the remaining cards; at the six-card game the whole are played out. There are more points made in the play, while, at five cards, the game is often decided by the loss or gain of one point. At Six-card Cribbage, the last card played scores a point. This done, the hands and crib are scored as at the five-card game; then another deal is played, and the victory is gained by the party who first gets sixty-one.

As all the cards must be played out, should one party have exhausted his hand, and his adversary have yet two cards, the latter are to be played, and, should they yield any advantage, it must be taken. For instance, C. has played out his four cards, and D. having two left (an Eight and Seven), calls fifteen as he throws them down, and marks three points—two for the fifteen, and one for the last card. Again, should D.'s two cards have been a pair (Threes, for instance), he marks two for the pair, and a third point for the last card. Speculating on this and other probabilities, you will always endeavor, when you are last player, to retain as close cards as possible, for this will frequently enable you to make three or four points, by playing your last two cards, when you would otherwise make but a single point. But this demands further illustration, as it is of paramount importance. For example:

Suppose you hold for the last two cards a Seven and Eight, and that your adversary has only one card remaining in his hand, the probable chance of its being either a Six or a Nine (in either of which cases you come in for four points) is eleven to two; therefore, it is only eleven to two but you gain three points by this play, exclusive of the end-hole; whereas, were you to retain, as your last two cards, a Seven, with a Ten, or any two cards similarly wide apart, you have no chance to score more for them than

the end-hole, as there is no probability of their coming in for any sequence; or, if you can retain a pair of any kind for the last two cards (your adversary having only one card, and he being the first player), you by this means make a certainty of two points, exclusive of the end-hole. By the same rule you ought always to retain such cards as will (supposing your adversary to have none left) make a pair, fifteen, &c., for by this means you gain many points which you otherwise could not possibly get.

The calculations for throwing out at the five-card game are, for the most part, applicable to this. Still, there is not quite so much temptation to sacrifice the hand for the sake of the crib, as they do not both contain a similar number of cards. At this game the hand scores more than the crib, as there is one player always on the look-out to balk crib, while so many points being open to the play, offers a greater inducement to keep together a good hand. As soon as thirty-one, or the number nearest to it, be made in playing the hand, the cards should be turned down, that no confusion may come of their being mixed with the succeeding cards.

As before explained, in speaking of Five-Card Cribbage, your mode of conduct must be governed uniformly by the state of your game. Play to your score, and put the final result partially out of view. Whether it is your policy to play " on" or " off," must be ever the question in making up your judgment.

On an average, a hand, the moderns say, ought to yield about seven, and a crib five points. It is useful to remember this in laying out, and to note the difference between the odds of seven to five in favor of the hand here, and the superiority of the crib to the hand at Five-Card Cribbage.

The average number of points to be made each time by play is from four to five. The dealer has the advantage here, because he plays last. Pasquin considered that you were only entitled to twenty-five points for three shows and play, and that the dealer is at home if, when he makes his second deal, he is twenty-five points up the board, and when he deals for the third time, within eleven holes of game. The present system of calculation is to allow twenty-nine instead of twenty-five holes for the three shows, and to consider that at the end of the second round each player is at home at twenty-nine holes.

As you are on a parity at starting, being both at home, you will play with moderate caution your first hand, making fair risks, but

not running into too wide speculations. On taking up your second hand, you will adapt your play to the relative scores on the board, as you have been told in relation to the other variety of the game, and will play " on" or " off," according to the dictates of policy. The same rule will govern your conduct during the remainder of the game; and should your adversary have gained the preference, or should you be more than home, both cases must be taken into consideration in playing your hand. If your cards present a flattering prospect, and you are by no means home, it is your duty to make a push, in order to regain the lead by running; whereas, should your adversary be better planted than you, and should you take up bad cards, it will be the best play to keep off, and only endeavor to stop your antagonist as much as possible, and thereby have a probable chance of winning the game, through his not being able to make good his points.

As so many points are to be gained in play by the formation of long sequences, you will frequently find it advantageous, having eligible cards for the purpose in view, to lead or play so as to tempt your adversary to form a short sequence, in order that you may come in for a longer. And this opportunity is particularly to be sought for, when a few holes are essential to your game, though gained at any risk. If you hold, as leader, a One, Two, Three, and Four, the best card to lead is the Four, since if paired, you answer with the Ace, and your adversary's second card may not form a fifteen.

THREE-HANDED CRIBBAGE.

The game of Three-handed Cribbage is not often practised. It is played, as its name imports, by three persons; the board being of a triangular shape, to contain three sets of holes of sixty each, with the sixty-first or game hole. Each of the three players is furnished separately with pegs, and scores his game in the usual manner.

Three-handed Cribbage is subject to the same laws as the other species of the game. The calculations as to discarding and playing are very similar; but it must be remembered that as all three are independent, and fight for themselves alone, you have two antagonists instead of one.

Five cards compose the deal. They are delivered separately,

and after dealing the fifteenth, another, or sixteenth card, is dealt from the pack, to constitute the foundation of the crib. To this each of the three players adds one card, and the crib, therefore, consists of four cards, while each individual remains with four cards in hand. The deal and crib are originally cut for, and afterwards pass alternately.

It is obvious that you will be still even, if you gain only one game out of three, since the winner receives a double stake, which is furnished by the two losers to him who first attains the sixty-first hole. It has been computed that he who has the second deal has rather the best chance of victory; but there seems very little difference.

Occasionally, at this game, some amusement arises from the complicated sequences formed in play; but ordinarily it is a poor enough affair. It will frequently happen that one of the three players runs ahead of the two others so fast, that it becomes their interest to form a temporary league of union against him. In this case they will strive all they can to favor each other, and regain the lost ground; and, in general, players will do well not to lose sight of this principle, but to prefer favoring the more backward of the adversaries, to giving the chance of a single point to the other. Such leagues, however, are a good deal resembling those between higher authorities—in the making of which, each enters a mental caveat to break it the first moment it suits his convenience.

FOUR-HANDED CRIBBAGE.

The game of Four-handed Cribbage is played by four persons, in partnerships of two and two, as at Whist—each sitting opposite to his partner. Rubbers or single games are played indifferently. Sixty-one generally constitute the game; but it is not unusual to agree, in preference, to go twice round the board, making the number of game one hundred and twenty-one.

At the commencement of the sitting, it is decided which two of the four players shall have the management of the score, and the board is placed between them. The other two are not allowed to touch the board or pegs, though each may prompt his partner, and point out any omissions or irregularities he may discover in the computation. The laws which govern Five-Card Cribbage are equally applicable here, as to the mode of marking holes, &c.

ficiencies in the counting, the taking too many points, etc. He who marks has a troublesome task, arising from the constant vigilance requisite to be exercised, in order not to omit scoring points made by his partner ; his own gains he seldom forgets to take. He who does not mark should acquire the habit of seeing that his partner marks the full number he requires. Partners may assist each other in counting their hands or cribs—their interests being so completely identified.

It is most usual to play rubbers, and to cut for partners every rubber. The two highest and two lowest play together. The Ace is always lowest. In some circles they consider all tenth cards equal in cutting for partners : in others they allow of preference, according to rank, as at Whist. This would, however, be only applicable to cutting for partners. Also, in some cases it is the practice for the deal to go to the two who cut the lowest cards for partnership ; but in general, the deal is decided by a subsequent cut between the two parties who are to score ; the Ace being the lowest card, and all tenth cards being equal. If it is decided not to change partners after a game or rubber, there must be a fresh cut still for the deal. Each may shuffle the cards in turn, according to the laws which regulate this operation at Whist.

The deal and crib pass alternately round the table as at Whist, from right to left. The usual laws of Cribbage regulate the act of dealing, as to exposing cards, and so forth ; and no one is suffered to touch their hands until the deal is complete. Before dealing, the cards must be cut in the ordinary way by your right-hand antagonist.

The dealer delivers five cards to each, in the usual mode, from right to left, one card at a time. The remainder of the pack he places on his left hand. Each person then lays out one card for the crib, which is of course the property of the dealer. The left-hand adversary must discard first, and so round the table ; the dealer laying out last. There is no advantage in this, but such is the custom It is hardly necessary to say that the crib always belongs to the dealer.

As there is but one card to be laid out from the five received by each player, there is seldom much difficulty in making up your choice. Fives are the best cards to give your own crib, and you will never, therefore, give them to your antagonists. Low cards are generally best for the crib, and Kings or Aces the worst. Aces

sometimes tell to great advantage in the play at this game. When your partner has to deal, the crib being equally your own, as if you had it in your proper possession, must be favored in the same way. Before discarding, always consider with whom the deal stands.

When all have laid up for the Crib, the pack is cut for the start-card. This cut is made by your left-hand adversary's lifting the pack, when you, as dealer, take off the top-card, as at Five-Card Cribbage. Observe that it is the left hand adversary who cuts this time, whereas, in cutting the cards to you at the commencement of the deal, it is your right-hand adversary who performs the operation.

Having thus cut the turn-up card, the player on the left-hand of the dealer leads off first, the player to his left following, and so on round the table, till the whole of the sixteen cards are played out according to the laws. Fifteens, sequences, pairs, &c., reckon in the usual way for those who obtain them. Should either player be unable to come in under thirty-one, he declares it to be a "go," and the right of play devolves on his left-hand neighbor. No small cards must be kept up, which would come in under a penalty. Thus, should A. play an Ace, making the number twenty-eight, and should each of the other three pass it without playing, not having cards low enough to come in,—on its coming round to A., he must play if he can under thirty-one, whether he gain any additional points by so doing or not. Example:

B. plays an Ace and makes thirty. Neither of the other three can come in, and on the turn to play coming round again to B., he plays another Ace and marks four points; two for the pair of Aces, and two for the thirty-one.

Many similar examples might be adduced, and there frequently arise difficult and complicated cases of sequences made this way out of low cards. Indeed, the playing out of the hand requires constant watchfulness on all sides; much more so than in Six-Card Cribbage. So many points are made by play in Four-handed Cribbage, that it is essential to play as much as possible to the points, or stages, of the game; sufficient data respecting which will be presently given.

In leading off, great care is necessary; not only at first starting, but after every "rest," or thirty-one. A Five is a bad lead, because the chances of a Ten succeeding it are so numerous; and an Ace is seldom a good lead, since, should the second player pitch what is

highly probable, a tenth card, your partner cannot pair him with-
out making the ominous number of twenty-one; a number equally
bad at every description of Cribbage, since the next player has thus
so good a chance of converting it, by another tenth card, into thirty-
one. A Nine, again, is a bad lead, for should your left-hand adver-
sary make fifteen with a Six, he cannot be paired by your partner,
without making twenty-one. Bear this constantly in mind, and
when possible to avoid it by equally good play, never either make
the number twenty-one yourself, nor lead so as to compel your part-
ner to do so. Threes or Fours form safe leads.

The second player will observe caution in pairing a card, so as
not to give away the chance of six for a paltry couple, unless par-
ticularly wanting; or from some collateral reasons, he may consider
it a safe pair; as in the case of the turn-up's being a similar card,—
his holding the third of the same in his hand—the having seen one
of the same already dropped, and so on. The same care must be
shown in not playing closely on, unless compelled by the cards.
Suppose your right-hand adversary leads a Three, it is obvious
that if you reply with a Two or Four, you give your left-hand an-
tagonist a good chance of forming a sequence, which he could not
do had you played off. On the other hand, there frequently arise
cases in which you feel justified in playing " on," purposely to tempt
your adversary to form the sequence; in order to give your partner
the chance of coming in for a still longer sequence. In many situa-
tions, a few holes may be of paramount value, gained at any risk.
If the second player can make fifteen, it is generally better play
than pairing the card led. Towards the end of the game it is some-
times important to retain cards all wide apart, when the object is
merely to prevent your antagonist from making points in play; but
as you only lay out one card, you have little chance of assorting
your hand as you could wish.

The third player should aim at making the number below twenty-
one, in order to give his partner a good chance of gaining the end-
hole for the " go," or the two for thirty-one.

The dealer knowing he will have to play last the first round, will
sometimes find it advantageous to hold Aces, or low cards for the
purpose; particularly when it is essential to score a few holes in
play, or when the only chance of game arises from the possibility of
playing out. Holding Aces, it is frequently better play, when you
have the option, to make twenty-seven or twenty-eight, than thirty,

in order to have a chance of bringing in your Aces, which sometimes yield a heavy amount of points at that stage of the computation. When it is certain that the game will be decided in the course of the playing out of the hand, without coming to your show, you will keep good cards for playing at all hazards.

When the hand is played out, the different amounts are pegged, the crib being taken last. He who led off must score first, and so on round to the dealer. Each calls the number to which he considers himself entitled, and watches to see that they are scored properly; while at the same time he does not fail to scan his adversaries' cards with an observant eye, to see that, *through mistake*, they do not take more than their due.

The amount of points to be expected, on an average, from each hand, is seven, and from the crib about four to five. From the play, it is computed that each of the four players should make five points every time. Reasoning on these data, the non-dealers are at home, at the close of the first round, should they have obtained nineteen or twenty points, and the dealers are at home at the end of the first round, should they have acquired twenty-three or twenty-four. At the finish of the second round, with their average number, each set of players would be forty-two to forty-three. At the close of the third round, the non-dealers should be just out, or else the dealers will win. You must not, however, suppose there is any advantage to be gained from not having originally the deal; the chances are so various that the parties start fully equal; no matter whether with, or without the deal. From the above calculation, the game, going only once round the board, should be over in three rounds, both parties having a crib inclusive. Those who have not the first deal, have the original chance of winning, *if they can keep it*, by holding average cards throughout the game. Should they fail in making this good, the dealers (those who dealt originally are here signified,) will generally sweep all, having their second crib, and first show afterwards. As we have before intimated, it is quite as likely that the non-dealers will fail in holding "their own," as not. The non-dealers should observe moderate caution in the first hand, but under this head it is needless to say more to either party, than to impress it upon them again and again, to become thoroughly acquainted with the number of points which form medium hands, as well as the different stages of the game, and play accordingly. Moderate attention is all that is required to play Four-handed Cribbage well. It is a pleasant

lively game, and when well conducted yields considerable amusement.

EXAMPLES OF HANDS.

We now give a few of the hands most common, and which the player will discover at a glance, without counting his cards before him.

Any sequence of three cards and a fifteen . . . count	5
Any sequence of four cards and a fifteen (as seven, eight, nine, and ten) . . . . "	6
Any sequence of six cards . . . . . . "	6
Any flush of four cards and a fifteen . . . . "	6
Any flush of four cards and a pair . . . . "	6
Two Aces, two twos, and a nine . . . . . "	6
A seven, eight, nine, ten, and Knave . . . . "	7
Three twos and a nine . . . . "	8
Two sixes and two threes . . . . . . "	8
Two threes and two nines . . . . . . "	8
Two sixes, a three, and a nine . . . . . "	8
A six, seven, eight, and nine . . . . . "	8
A six, five, and two sevens . . . . . . "	8
Any double sequence of three cards and a pair (as Knave, Queen, and two Kings) . . . . . . "	8
Any sequence of four cards and a flush . . . . "	8
A six, seven, eight, nine, and ten . . . . . "	9
Two tenth cards (not a pair) and two fives . . . "	10
Two nines, a seven, and an eight . . . . . "	10
Two sixes, a seven, and an eight . . . . . "	10
Three fours and a seven . . . . . . "	12
Three sixes and a nine . . . . . . '	12
Three sevens and an eight . . . . . . '	12
Three eights and a seven . . . . . . "	12
Three nines and a six . . . . "	12
Three threes and a nine . . . . . . "	12
Three sixes and a three . . . . . . "	12
Three sevens and an Ace . . . . . . "	12
Two tens (pair) and two fives . . . . . "	12
Two nines and two sixes . . . . . . "	12
Two eights and two sevens . . . . . . "	12

Two fives, a four, and a six . . . . . . count 12
Two fours, a five, and a six . . . . . . " 12
Two sixes, a four, and a five . . . . . . " 12
Two eights, a seven, and a nine . . . . . " 12
Two sevens, an eight, and a nine . . . . . " 12
Three fives and a tenth card . . . . . " 14
Four, five, and six of Clubs, and a five of Hearts turned
   up—(six for the sequences, three for the flush, four for
   the fifteens, and two for the pair of fives) . . . " 15
Two nines, a six, seven, and eight . . . . " 16
Two threes, two twos, and an Ace . . . . " 16
Any double sequence of five cards, as 1, 1, 2, 2, 3 . . " 16
Two eights, a seven, and two nines . . . . " 20
Two sevens, two eights, and a nine . . . . " 24
Two sixes, two fives, and a four . . . . . " 24
Two sixes, two fours, and a five . . . . . " 24
Two fives, two fours, and a six . . . . . " 24

Suppose you have a crib composed of
A five of Clubs,
Five of Spades,
Five of Diamonds,
And knave of Hearts,
With the five of Hearts turned up.
How many points would it count? Twenty-nine. Thus:—
Knave and five of Spades—fifteen 2
Knave and five of Diamonds—fifteen 2
Knave and five of Clubs—fifteen 2
Knave and five of Hearts—fifteen 2
Five of Spades, five of Diamonds, and five of Clubs—fifteen . 2
Five of Spades, five of Diamonds, and five of Hearts—fifteen . 2
Five of Spades, five of Hearts, and five of Clubs—fifteen . 2
Five of Diamonds, five of Hearts, and five of Clubs—fifteen . 2
Double pair-royal of fives 12
One point for the knave, being of the same suit as the card
   turned up 1
                       —
                     Total, 29

Many other hands might be given, but these are sufficient; the experienced player sees immediately he takes his cards in hand what they will make with the turn-up added.

Remember always that it is better to spoil your hand than to make

your opponent's crib. Look well to the state of his game, and be not too ready in making holes in play. Be careful, watchful, and steady; and above all, *keep your temper!*

ECARTÉ.

Ecarté is played by two persons with a pack of thirty-two cards— the Twos, Threes, Fours, Fives and Sixes being discarded in preparing the pack.

The game consists of five points, unless otherwise agreed on ; and in order to facilitate the deal, and prevent the possibility of the place of particular cards being remembered, two packs are commonly used. The King is the superior card, and after him follow. the Queen, Knave, Ace, Ten, Nine, Eight, and Seven. Remember that the Ace is the lowest of the court cards.

The cards are dealt three at a time to each player, and then two, or *vice versâ.* The eleventh card is then turned up on the pack, and forms the trump. If the trump happens to be a King of any suit, the dealer takes one point, and exclaims, "I mark King."

The markers are usually a deuce and a trois from the discarded suits. The King cannot be marked if it is not declared before the first trick is played.

The non-dealer has the privilege of exchanging, or, rather, claiming to exchange, any or all of his cards. If he wishes to exchange, he says, "I propose." If the dealer accept, he asks, "How many ?" If he refuse, the game proceeds. It is usual to employ French phrases at Ecarté. Thus, the player who discards says, " *J'ecarté ;*" or when he proposes, " *Je propose.*"

If the dealer refuse to exchange any cards, the non-dealer scores double for the points he may make, except in the case of marking King. The game consists of five points, the highest card of the suit led winning the trick. *Three* tricks must be obtained in order to score *one point; five* tricks to score *two* points. The King of trumps held in hand scores *one* point. Immediately the King be discovered in the hand of either player, it must be declared—" I mark King !" It is not, therefore, impossible for the non-dealer to score a game

in a single hand.   He marks King, proposes, and is refused ; makes all five tricks, and marks two points : doubled, *four ;* with King, *five.*   In France it is usual to change the cards more than once, or, if it be agreed on, as often as the non-dealer wishes, till the pack is exhausted.   In our game, however, only one discard is allowed.

The game then proceeds as follows :—The non-dealer plays a card which the other player must head if he can.   All the suits take order in the same way, from Seven to Ace, Knave, Queen, and King. The second player must follow suit if he has a card of the suit led. If not, he may either trump or pass the trick.

Having won a trick, the leader plays another card, and so on till the four tricks are played out.

The game is usually played in rubbers—the best two games out of three, or the best three out of five, as may be determined at the commencement.

To decide the deal, the cards are cut at the commencement of each game—the lowest card deals : the Ace, as in Whist, being lowest.   Ties cut again.   Each player takes the deal in turn.

The dealer shuffles the cards, and the non-dealer cuts them : but the latter is entitled to shuffle, and the dealer to re-shuffle ; or to present the pack without re-shuffle, or to call for fresh cards.   [These regulations of course refer to games played for high stakes.]

TECHNICAL TERMS USED IN ECARTÉ.

Ecarté.—To discard.   The throwing out of one or more useless cards, for the purpose of replacing them by others from the talon or pack.   The term used is *J'ecarté.*

Elder Hand.—Is the person who wins the first trick, previous to when it is the party opposed to the dealer.

Forcing.—Is playing a suit which the adversary cannot follow.

Point.—Is three tricks out of the five.   Five points are the game.

Proposition.—Is an offer of discarding.   In French, *Je propose.*

Quart.—A sequence of four cards.

Quart-Major.—A sequence in which the King is included.

Quint.—A sequence of five cards.

Quint-Major.—A sequence in which the King is included.

Revoke.—Is not being able to follow suit.

Score.—Is the state of the game

Sequence.—The regular succession of any number of cards in hand.

Single.—Is when one party wins the game, after the adversary has won three.

Double.—When one party wins before his opponent scores three.

Treble.—When one party wins the game before the other has scored one point.

Tierce.—A sequence of three cards.

Tierce-Major.—A sequence in which the King is included.

Underplaying.—Is following suit with a card of inferior value, when you have a commanding one in hand.

Vole.—Is when a party wins every trick.

Talon.—What remains of the pack after there has been distributed to each player what he requires.

LAWS OF THE GAME.

Ecarté ought to be played with two packs distinguished by backs of different colors.

At the commencement the dealer may select the color he pleases, but having done so, he must play with them during the game.

The deal is determined by cutting the lowest cards. The cards must be shuffled by the dealer, and cut by his adversary; but the latter has the privilege to shuffle them before cutting, and the dealer, on his side, to shuffle them again before they are cut.

The game consists of five points.

The player who makes the *point* scores one, and for the *vole* two.

The King always counts for one, whether it be turned up or dealt; but if held in the hand, it must be announced before the player plays, or he loses the right to mark it; and if either party announces the King when he has it not, the adversary marks one for the mistake.

OF DEALING.

Five cards are dealt either by three and two, or *vice versa*, to each player; but whichever mode be adopted at the commencement, it must be observed throughout the game. If departed from, the adversary before looking at his cards may insist upon a new deal.

A card faced during the deal, renders it void, unless it happen to be the eleventh, or trump card, which is to be turned up.

If the dealer faces one of his adversary's cards, the deal is void,

or not, at his option; but if the card belongs to the dealer, it is not void. Should the dealer distribute too many cards to his adversary, he may either throw out the superfluous cards, or call for a new deal. If the dealer gives less than the right number, the adversary may complete them from the *talon*, without altering the trump card, or call for a new deal.

If, on the other hand, the dealer has too many cards, his adversary may either demand a new deal, or draw the superfluous cards. Again, if he has a less number than he ought to have, the adversary may demand a new deal, or permit the number wanting to be taken from the *talon*. If two or more cards be turned up by the dealer, the adversary may ascertain, if possible, which should have been the trump card, and it must be considered so if discovered; or he has the privilege of putting aside all the cards which may have been seen, and to have a fresh one turned up, or he may demand a new deal, provided he hath not seen his cards.

If either party have more or less cards than he ought to have, and discards for the purpose of exchanging, without acquainting his adversary of the circumstances, *he loses two points*, and likewise the right of marking the King, whether it be turned up or in hand. If either player deal out of his turn, and it be discovered before the trump card is turned, a new deal may be called for; but should the turn-up card be faced, the cards ought to be put aside for the next deal. If the wrong deal be not discovered before discarding or playing, it stands good.

If either party plays out of his turn, he must take up his card, unless his adversary had played to it, in which case it is a good trick. Either party looking at his adversary's tricks, may be compelled to show his own. A player throwing down his cards forfeits two, if he has not won a trick; and if he has won a trick, he loses one. A player is considered to have thrown down his cards if he lowers them so as to lead his adversary to think that he has given up the game, and under that impression has induced him also to show his hand. A player quitting his seat without his adversary's permission, and of any person backing his play, must be considered to have given up the game: but in that case a better may take up the cards and finish the game.

A player revoking or underplaying, cannot score the point if he win it; and likewise if he make the *vole*, he can only score one, or he may be compelled to play the hand over again.

OF DISCARDING.

If the first player be dissatisfied with his hand, he may propose, but it is at the option of the dealer to accede or not to his proposal.

If the dealer accedes to the proposal, he gives his adversary, from the talon, cards corresponding to the number he may have thrown out, and then in like manner discards from his own hand as he pleases.

Should the dealer not accede to the proposal to discard, or that his adversary plays without proposing, the opposite party, if he make the point, is entitled to score two.

If either party propose or refuse to discard, he cannot retract, neither can any alteration be made in the number of cards proposed.

Previous to receiving fresh cards from the talon, each party must put aside the discarded ones, which cannot be again taken in hand, even if they be trumps; and any player looking at his discarded cards, may be compelled to play with his hand upon the table.

If the dealer, after discarding, face a card, his adversary may again discard or demand the card so seen.

Should the dealer give more or less cards than are demanded, he loses the point, and the right to count the King if in hand, but not if it were the trump card originally turned up.

Should the dealer take more cards than he has discarded, he loses the point, and the right to count the King in hand; but if he takes less, he may make it up from the talon, and if the error be not discovered until he has played, his adversary is entitled to count the tricks which he cannot play to.

If the elder hand demand more cards than he has discarded, he loses the point, and likewise the right to count the King; but should he ask for a less number, he does not lose the right to mark the King.

Should the cards be faced after discarding, fresh cards may be called for, but not a new deal.

If after discarding, a second proposal for discarding is made by the elder hand, the refusal of the dealer to comply does not subject him to forfeit two, should he lose the point.

If the elder hand, with the permission of the dealer, discard several times, he may take from the talon as required; and if by that means the stock be exhausted, so that there remain none for the dealer to exchange, he must keep the cards he has dealt; and if he

should have discarded before discovering his mistake, he must draw the number of cards wanting to complete his hand from those thrown out by his adversary.

Either party, after discarding, playing with more than five cards, loses the point and the right of counting the King.

THE HIGH GAME—HOW TO PLAY IT.

It is generally advisable to propose, even if you have a good hand; for if the dealer refuse, you score two points for three tricks, and four for five tricks. It is sometimes well to propose, although you may only wish to change a single card, in order to hazard the dealer's refusal, or to make the *vole* if the proposal be accepted.

When a player expects to make the *vole*, and has not trumps sufficiently strong to begin by playing them, he must be careful to keep changing his suit, in order not to be trumped, and to be able to make a trump, whatever it may be, at the fourth card after having secured the point.

When a player has made two tricks, and remains with the Queen of trumps and two small ones, knowing the King to be in the adversary's hand, he ought to lead with one of the small trumps, and wait with the Queen guarded. Nothing can then prevent his making the odd trick even against King third.

When there is fear lest the adversary should make the *vole*, and the player has but one trump and four weak cards, without any hope of making the point, he must play his strongest single card, in order to get a chance of employing his trump in case the suit of his single card should be led up to him.

When the game is three against four, and the player who is at four makes his adversary play, or plays himself without changing, he who is at three, if he have the King, would do well *not to announce it*, in order to draw his antagonist into the error of leading trumps to *pass* his good cards, and be taken by the King which he did not expect; thus losing the point which he would perhaps have won, had he known that the King was in the adversary's hand; in this case it is the less consequence for the player who is at three to announce his King and mark it, inasmuch as he gains two points—that is, the game, if he make three tricks, his adversary having played or forced him to play, without changing.

To *pass* a card means to lead it and make a trick with it, without its being taken by a higher of the same suit or roughed.

HANDS THAT WIN OR LOSE THE POINT, JUST AS THEY ARE PLAYED.

1. Suppose a Club the trump. The dealer has Ace of trumps, King and Nine of Diamonds, Knave and Nine of Spades.

The player has Queen of trumps, Queen of Spades, Ace of Hearts, Eight and Seven of Diamonds.

The right game of the player is, to lead his Eight of Diamonds, as it is guarded by the Seven; if the dealer take with the Nine, he ought to lose the point, and if he take with the King, he ought to win it; because, taking with the King, he intimates that he has no other Diamond, and, as he is certain that the adversary led the strongest of his suit, he runs no risk in employing this *ruse*; then he plays his Knave of Spades, which is also his guarded card; the player takes with the Queen, and then leads Queen of trumps, in order to pass his Seven of Diamonds.

2. Suppose a Heart the trump. The player has the King, Ace, and Ten of trumps, the King of Diamonds, and the King of Spades. The dealer has the Queen, Knave, and Seven of trumps, the Eight and Seven of Clubs.

The player would feel almost sure of making the *vole*, if to his King of trumps, with which he ought to open the game, he sees fall the Queen; and yet this would cause him to lose the point, if the dealer is sufficiently adroit to throw her away, instead of the Seven on the King; because the player would then continue leading trumps, by playing his Ace, and the dealer take it with his Knave, and then play his Eight of Clubs, which the player would rough with his Ten of trumps, and play one of his Kings; the dealer would rough this with his Seven of trumps, and then pass his second Club; the player, having no more trumps to rough with, loses the point; whereas, had the dealer thrown the Seven instead of the Queen of trumps on the King, the player, fearful of meeting the Queen and Knave of trumps accompanied by Clubs, would not have continued leading trumps, but played one of his Kings, and would necessarily have won the point.

When you have three tricks in hand, always discard, unless, indeed, your adversary is four; then, to discard is imprudent, as you afford him a chance of taking in the King. Again, it is sometimes

imprudent to discard when you wish to throw out less than a majority of your cards, as the chances of taking in two good cards are against you, and you further cannot tell how many your adversary may discard. Thus, the elder hand having the option of the discard and the lead, ought to consider well his hand before he proposes.

There are certain hands which are styled *jeux de regle*; in other words, games which cannot be lost but by the chance of your adversary holding two trumps. With such a combination of cards, it is against all rule to discard.

1. If you hold one trump, a King, with a Queen, and two cards of her suit, commence with the Queen and her suit; and if the Queen should be trumped, you have two cards for the rentrée, to regain the suit and continue the game.

2. If you hold one trump, with a King, and three cards of his suit, begin with the trump, if a good card.

3. If you hold one small trump, a tierce-major, and one small card of any other suit, commence with your strongest suit by playing the King; and if trumped, regain with your own trump the lead, and play again from your strong suit.

4. If you hold two trumps, an Ace, and Knave of one suit, and a Knave of another, commence with the guarded Knave; and if you make the trick, and that your trumps be good ones, follow up with them.

5. If you have two trumps and three cards of another suit, lead off with the best card of the other suit, holding the trumps in reserve.

6. If you have two trumps, an unguarded King, and two other cards, play a small card and regain the lead by a trump, return the lead with the other trump, and if it passes, play your King.

7. If you have two trumps, a Queen, and another card of her suit, and a small card of a third suit; supposing one of the trumps a good one, play your Queen; and if trumped, you may regain the lead with your small trump, play the other, and then continue the Queen's suit. If both the trumps be small, commence with the single card, and if your opponent takes it and should return the suit, your small trumps will tell.

8. When you hold a King unguarded, and another King with a card of the same suit, a Queen and another card of her suit, none of which are trumps, *play the guarded King*, and follow it up with

the same ; and should your adversary trump it, you may regain the lead with your other King or the Queen.

9. With a sequence of three trumps, lead off the highest.

10. If you lead a trump, and find that your adversary cannot fol-low a suit, reserve your remaining trumps to regain the lead, and play any unguarded court card you may have.

11. If after making two tricks, you hold the Queen and two small trumps, play a small card rather than the Queen, as your adversary may take her with the King.

12. If you have a bad hand and only one trump, always lead a single card, the best you have, and reserve your trump for the chance of making a trick.

13. There is, however, one point when it is bad policy to declare the King, should you hold it. Supposing that you mark *three*, and that your adversary does not allow you to discard, or that being himself the elder-hand, he should play without proposing ; in either case, if he does not make the point, he loses two, which gives you the game, a result you will have a greater chance of obtaining by masking your hand ; in other words, by not announcing that you hold the King.

From the above it will be deduced that more depends upon skil-ful combination, and a quick calculation of the chances at the several stages of the game, than upon *good cards*. But more fully to illustrate our position, we subjoin two games, which we recom mend to the attention of the learner as good practice.

GAME 1.

Dealer.	*Eldest Hand.*
Ace, King, and Nine of Spades.	Queen of trumps.
Knave and Nine of Clubs.	Queen of Clubs.
	Ace of Hearts.
	Eight and Seven of Spades.

The elder hand commences with the Eight of Spades ; the dealer may take it with the Nine ; but should he do so, he loses the game ; but, on the contrary, if he play the King, he will win it, because, by playing the King, his adversary is induced to think that he has no more of that suit.

The dealer will then play his Knave of Clubs, which the adversary takes with his Queen, and returns his Queen of trumps, and having with his Eight of Spades forced his opponent's King, is led to

imagine his Seven the best Spade, and loses the point. On the other hand, if the dealer had taken his Eight of Spades with his Nine, his opponent would have followed his Queen of trumps with the Ace of Hearts, instead of playing the Seven of Spades, and have made the point.

Game 2.

Dealer.	*Elder Hand.*
Queen and Nine of trumps.	Knave and Ten of trumps
Knave and Ten of Clubs.	King of Diamonds.
Seven of Hearts.	King and Ten of Hearts.

The elder hand having here the chance of the vole, he dashes off with the King of Diamonds, and as the Queen is the only card against him, he may finesse his Knave of trumps; and if the King of Diamonds should be trumped, he may still play for the point. Should the dealer follow with the Knave of Clubs, the elder hand will trump it with the Ten, return the King of Hearts, and make the point; but if, instead of so doing, he had played his Knave of trumps, the dealer would have captured it with the Queen, and made his Ten of Clubs. To the King of Hearts the dealer will play the Seven; the elder hand plays the Ten of Hearts; the dealer trumps it, returns his Ten of Clubs, which is trumped with the Knave, and thus the elder hand wins the point.

The foregoing illustrations will familiarize the learner with the fundamental principles and the finesse of the game, and a thorough knowledge of its chances will guide him as to the policy of discarding; above all, he must always well consider the state of the score, and remember that the policy of the dealer is not that of his adversary, neither is it the same at all points of the game. *Again, let him take care that his countenance be not the index of his hand. A novice, by his hurried manner of proposing, often betrays the weakness of his hand to his adversary, and thus defeats his own object.* Coolness and impassibility of countenance are two indispensable qualities at Ecarté.

CALCULATION OF THE ODDS.

Against the dealer turning a King, it is 7 to 1.

That the elder hand or dealer does not take in, supposing they discard three cards, two trumps are 4 to 1 against him.

One or more, 3 to 1 for him.

With one trump in hand, on discarding three, the chance of taking in two more trumps is 6½ to 1 against him.

One or more is about 6 to 5 for him.

That either hand does not hold the King the first time, are 5 and one fifth to 1.

N. B. When the dealer and the elder hand discard the same number of cards, their chance is the same, and varies only in ratio to the relative number of cards discarded by each.

PIQUET.

THIS once fashionable game for two persons is very amusing, but by no means easy to learn. When learned, however, it will well repay the trouble taken in acquiring its various rules and regulations.

TERMS USED IN THE GAME.

Talon, or stock—the eight remaining cards, after twelve are dealt to each person.

Repique, is when one of the players counts thirty points in hand before his adversary has or can count one; when, instead of reckoning thirty, he reckons ninety, and counts above ninety as many points as he could above thirty.

Pique, is when the *elder hand* counts thirty in hand or play before the adversary counts one; in which case, instead of thirty, the hand reckons for sixty; to which are added as many points as may be reckoned above thirty.

Capot.—When either party makes every trick, which counts for forty points.

Cards.—The majority of the tricks, reckoned for ten points.

Carte-blanche.—Not having a pictured card in hand, reckoned for ten points, and takes place of every thing else.

Quatorze.—The four Aces, Kings, Queens, Knaves, or Tens Each *quatorze* reckons for fourteen points.

Threes of Aces, &c., down to Tens, reckon for three points.

Point.—The greatest number of pips on cards of the same suit, reckoned thus : the Ace for eleven, the court cards for ten, Nines for nine, &c., and count for as many points as cards.

Tierce.—Three successive cards of the same suit, reckoned for three points. There are six kinds of tierces, viz., Ace, King, Queen, called a tierce-major, down to Nine, Eight, Seven, a tierce-minor.

Quart.—Four successive cards of the same suit, reckoned for four points. There are five kinds of quarts—Ace, King, Queen, Knave, called quart-major, down to Ten, Nine, Eight, Seven, a quart-minor.

Quint.—Five successive cards of the same suit, reckoned for fifteen points. There are four kinds of quints—Ace, King, Queen, Knave, Ten, called quint-major, down to Knave, Ten, Nine, Eight, Seven, a quint-minor.

Sixième.—Six successive cards of the same suit, and reckoned for sixteen points. There are three kinds of sixièmes—Ace, King, Queen, Knave, Ten, Nine, a sixième-major, down to Queen, Knave, Ten, Nine, Eight, Seven, a sixième-minor.

Septième.—Seven successive cards of a suit, and counts for seventeen points. There are two sorts, viz., from the Ace to the Eight inclusive, a septième-major, and from the King to the Seven inclusive, a septième-minor.

Huitieme.—Eight successive cards of the same suit, and reckons for eighteen points.

METHOD OF PLAYING PIQUET.

The game of Piquet is played by two persons, with thirty-two cards, viz., Ace, King, Queen, Knave, Ten, Nine, Eight, and Seven of each suit, and these cards rank according to the succession in which they are here placed—the Ace being higher than the King, the King than the Queen, the Queen than the Knave, and so on. In reckoning what is called the point, the Ace counts eleven, the King, Queen, Knave, ten each, and the other cards according to the number of their respective pips, Ten, Nine, Eight, or Seven.

He that cuts the lowest piquet card deals. Having first shuffled the pack, he presents it to his adversary, who, if he pleases, may shuffle also. Should he do so, the dealer may shuffle them again ; and, having done so, he places them before the other, who cuts

them. If in this operation a card shall drop, the dealer has the right to shuffle over again.

The number of points in each game is now one hundred—it used to be one hundred and one; fifty saves the lurch.

The cards are to be dealt two by two, and in no other numbers. In this manner each player is to have twelve cards dealt him, and there will then remain eight cards, which are called "the stock," and are to be placed on the board, directly between the two players.

The penalties for misdealing will be found in the rules appended to this treatise.

When the cards are dealt, each player should sort his own hand, placing together those of each suit. The first thing to be observed by each is, whether he has a *carte-blanche*; that is, whether he has no picture cards in his hands; these are, the King, Queen, and Knave. Should the eldest hand have a *carte-blanche*, he is to tell the dealer to discount for a *carte-blanche*, and, when that is done, he shows it by counting his cards one by one on the table, with the faces uppermost. If the younger hand has a *carte-blanche*, he is to wait till the elder has made his discard, and then, before he takes in, show his cards as above. The great advantage of a *carte-blanche* is, that the player who has it counts ten, which takes precedence of every other score, and not only counts towards the pique or repique, but prevents the adversary from having either one or the other; and if the player who holds it is at the point of ninety or upwards, he wins the game.

When the players have sorted their cards, the elder hand makes his discard; that is to say, he throws out not more than five of such cards as he considers of least value, and exchanges them for a corresponding number of cards taken from the stock in their natural order. The general rules as to discarding by the elder hand are two: first, he must exchange one card at least, and secondly, he must leave three cards in the stock for dealer. If he takes in a smaller number than five, he has a right to look at such of the five as he leaves.

The dealer is not bound to discard at all; but if he does he must take in, first those that are left by the elder hand, and then his own three which are at the bottom of the stock; and though these be his rightful number, he is at liberty to take in not only those three, but also all that his adversary has left. Should he leave any cards,

he has a right to look at them; but if he does so, the elder hand, after he has led a card, or declared the suit that he intends to lead, may look at them also; but if the dealer does not look at them, neither may the elder hand do so. Here it may be observed, that it is often for the advantage of the dealer not to look at the cards he leaves; as, for instance, if he has in his hand a King unguarded, if the adversary has all the rest of the suit, there is no help for it; but it may happen that there are one or two cards of that very suit left in the stock; if so, it is better that they should be unseen, as the elder hand will be thereby led to conclude that the King is guarded. Should the dealer leave any cards, and mix them up with his own discard, the elder hand has a right to see the whole, after having first named the suit he intends to lead.

In either of the above cases, should the elder hand lead a different suit from that which he named, the dealer may require him to lead any suit he pleases.

A novice at the game will naturally think that he ought to throw out those cards which are of least numerical value; but the case is constantly otherwise. He must, therefore, well consider the object he has in view and how to attain it. Now, for this purpose, he must be well acquainted with the value of the various combinations of cards, and of their relative importance in counting the score.

The various denominations of the score (so to speak) are as follows, and they are reckoned in the following order: After the *carte-blanche* already spoken of, there is 1, the Point; 2, the Sequence; 3, the Quartorze; 4, the Cards; 5, the Capot.

1. *The Point.*—This counts first. Whoever has the greatest number of cards in a suit has the point; but if both players have an equal number of cards in the same or different suits, then whichever has the greatest number of pips, reckoning the Ace as eleven, and the court cards as ten each, wins the point. It will be readily seen that, in this view of the matter, the five lowest cards must be superior to the four highest—the former amounting to forty-four, the latter to forty-one. Whoever has the point counts one for each card, unless the number ends in four, in which case the party holding it counts one less than the number of cards.

2. *The Sequence.*—A sequence is the having several cards in the same suit following consecutively, as Ace, King, Queen, or Knave, Ten, Nine, Eight. Of these there are six different kinds: 1, a *Tierce*, three in sequence; 2, a *Quart*, four in sequence; 3, a

Quint, (commonly called " a *Kent*,") five in sequence; 4, a *Sixi-ème*, six in sequence; 5, a *Septième*, seven in sequence; 6, a *Hui-tème*, eight in sequence—that is, a whole suit. Of these, the most numerous is the most valuable; and where the numbers of cards are equal, that which is the highest is most valuable; for instance, a tierce to an Ace, which is called a "tierce major," is more valuable than any other tierce, though it is inferior to a quart to a ten, because the latter contains four cards. A sequence counts next to the point; the tierce being worth three, a quart four, a quint fifteen, a sixième sixteen, and so on. Now, supposing the elder hand to have five cards (which are good) for his point, he counts five, and if these five form a sequence, he counts twenty—that is, five for the point and fifteen for the quint; but if he have a quart major (that is, a quart to an Ace) and a Nine, and the dealer has a quint to a Knave, the former counts five and the latter fifteen; and note that the player who holds the highest sequence is entitled to count all lower sequences that he may happen to hold in the same or other suits.

3. *The Quatorze.*—A player holds a quatorze when he has four cards of equal value in the four different suits—that is to say, four Aces, Kings, Queens, Knaves, or Tens—no lower cards count. Whichever player holds the highest quatorze counts fourteen, those which are highest taking precedence, and preventing any inferior quatorze from being of value. In like manner, if neither party holds a quatorze, then three of equal value, as three Aces, etc., count three, and next in order to the sequence. But the lowest quatorze, that of Tens, is superior to the highest three, that of Aces. And it is to be observed, that whoever has the highest quatorze is entitled to count any other inferior ones, even though his adversary should have an intermediate one. Thus the quatorze of Aces annuls all the others, and the player who has them counts a quatorze of Tens, though his adversary should have quatorze of Kings, Queens, or Knaves. If there is no quatorze, he may count three Aces, Kings, Queens, Knaves, or Tens; and it is to be observed, that three Aces are superior to three Kings, and so of the rest, and that by virtue of a good quatorze, you not only count inferior ones, but also three Tens, or any other threes except those of Nine, Eight, or Seven, although your adversary should have three of a superior value. The least practice will make all this, which may seem a little difficult at first, quite familiar.

Before proceeding to describe the two remaining modes of scoring, namely, the cards and the capot, it will be as well, as we are at present considering the method or object of discarding, to point out to the beginner what he has to aim at, and what to avoid.   He is to know, then, that if the elder hand counts in his hand and plays thirty before the dealer counts one, he at once leaps from thirty to sixty, which is called a *pique;* and if without playing a card, he counts thirty in his hand, he jumps from thirty to ninety, which is called a *repique.*   This will be best explained by example : and, first, for the *pique.*   Supposing the elder hand to have a quint to an Ace, in other words a quint-major, which is good as a point, it is consequently good, also, as a sequence, and counts twenty; suppose him, also, to have three Aces, which must be good, because he has a quint-major, that is, one of each of the cards that can constitute a quatorze, that makes him twenty-three; well then, in playing the cards, his quint-major and the two additional Aces must also count one each, as will presently be seen, making up a total of thirty, upon which the player, instead of saying in his play twenty-nine, thirty, says twenty-nine, sixty.   This is a pique.   Again, as to a repique.   Supposing the elder hand to have the same point, good, as above, and four Aces besides, instead of three, he counts in his hand, without playing a card, first, five for his point, fifteen for his quint-major, and fourteen for his four Aces, that is to say, thirty-four in hand, which is ninety-four, in fact, the game in one hand.   Again, supposing the dealer to have the same hand in the two several cases above-mentioned : in the former case he counts only twenty-three, that is, his point, quint, and three Aces, and then the elder hand plays a card and counts one, which prevents the dealer gaining a repique; whence it will be observed that the dealer cannot win a pique, but may win a repique, because a pique is won by playing up to the number thirty before the adversary has counted one, but the eldest hand when he plays his first card must count one : and in the latter case the dealer would win a repique, because by means of his point, quint, and four Aces, he counts thirty before the elder hand counts one; for all scores made in the hand without playing out count before cards played on the table.   For instance, if the elder hand is ninety-nine towards the game, and the younger hand ninety-four, still though the elder hand must play one to begin with, yet the younger hand, if he has a good point of six cards, wins the game.

4. *The Cards* —We now recur to the fourth of our five methods

of scoring, called "The cards." Two cards, one from each player, make a trick; if each player has six tricks, the cards are divided; but if either wins seven or more tricks, he has "the cards;" that is, he counts ten beyond the number he has already scored. It is scarcely necessary to observe that, as in other games, the higher card wins a lower, and makes a trick.

5. *The Capot.*—Whichever player wins all the tricks, wins what is called a capot, and, instead of ten, adds forty to his score.

With reference to the playing of the cards, it must be noticed that the first player counts one for each card he plays, provided it be of the value of a ten, at least, and that the second player, if he wins a trick, also counts one, subject to the same limitation. Whoever wins the last trick of the twelve, counts one extra, or, as it is called, "one for the last card." A game very often depends upon the winning of this trick, whence the young player will soon discover how important it is to win this last trick.

It is impossible to give any general rules for discarding which shall be applicable in all cases, inasmuch as the number of points which you are to aim at securing is continually varying, according to the varying position of the game. The ordinary and correct calculation is, that the elder hand will make twenty-seven points and the younger thirteen. Keeping this in view, we will suppose that the game is at its commencement; then each player should endeavor to procure his proper number. To begin with the elder hand: if his cards do not show a very strong probability of his gaining a pique or repique, he should discard, so as, in the first place, to gain the point, and, secondly, the cards. He has seventeen cards against fifteen, and may reasonably calculate on attaining both these ends; but, of the two, the latter is the most important. To gain the point, the most obvious plan is to keep the suit of which he has the most; but in doing so he will often lose the cards; he must, therefore, very frequently discard from his most numerous suit, in order to retain that which is strongest for play. And, in doing so, he should never forget that he has more chance of taking in to his weaker suit than to his stronger one. To give an instance: supposing him to have a tierce-major in one suit, and a quint to a Knave in another. If he is to discard five cards, he must clearly break up one suit or the other; if he keeps the quint to the Knave he will probably lose the cards, for he cannot reasonably calculate on taking in the Ace and another honor in that suit; and unless he has two other Aces, he will almost to a

certainty lose the cards.   With still more force does this reasoning apply if he has a small quint in one suit and forty-one in another, because another tenth card in the latter suit will give him a quint-major.   To multiply instances would be useless.   We therefore pass on to the general method of playing the younger hand.

We have already said that the dealer ought to make thirteen points.   But inasmuch as the elder hand has a great advantage over him, because, in addition to having more cards, he has also the chance of a pique, as well as a repique ; he therefore ought first of all and especially to consider what his opponent can possibly make, and to defend himself accordingly.   Supposing him then to have, as above stated, a tierce-major in one suit and a quint to a Knave in another, in any case, except that of having three Aces, he should keep his small quint ; for, if it is good at starting, it prevents the pique, and, if not good, the only chances he has of preventing the pique are, that he shall take in the Queen of that suit, which will give him a sixième, or take in so as to break both his adversary's strong suits, which is a piece of luck he can scarcely calculate upon.   These are strong, but by no means uncommon, cases, given by way of illustration.   If any general rule can be given at the commencement of a game, it is this, that the elder hand (being safe) should play an offensive game, the younger hand a defensive game.

But when the game is further advanced, the principles on which the discard is to be made vary exceedingly, and are frequently quite the reverse of those above given.   In the former case, as we have seen, the player commonly gives up the chance of a great game in order to make good his average score, unless, indeed, he can play for a great game without much risk ; but in the latter case, he abandons the certain winning of his average score with the very slender hope of making a pique or repique.   For instance, supposing the dealer to be within ten of game, and the elder hand to have scored only twenty, it is clear that the latter must play for a repique.   Let him have, then, a tierce-major in Clubs, a quint to a Knave in Diamonds, King, Knave of Spades, and Knave, Nine of Clubs, he should discard his tierce-major, his King of Spades, and the Nine of Clubs, because, if he takes in the fourth Knave and any card to his quint suit, he will probably win the repique.   Whereas, with the same cards at the beginning of the game, he should discard his four lowest Diamonds and the Nine of Clubs, which would give him a safe game,

When both parties have discarded and taken in, the elder hand declares his point, and asks if it is good ; if his adversary has not so many, he answers, " It is good ;" and if the same number, he says " Equal ;" in which case neither counts any thing for the point ; but if the younger hand has more, he answers " Not good." Whichever gains the point is bound to show it on the table, and if he fails to do so he cannot count it ; in like manner, if the points are equal, both must show them, and if either fails to do so, before he has played a card on the table, his adversary may count the point which he has shown.

The point being decided, the elder hand next declares his best sequence, and if that is admitted to be good, he then reckons all minor sequences, showing them or declaring what suit they are in ; failing to do this, he is not entitled to count them.

In like manner, the elder hand proceeds to call his quatorze, or three Aces, &c. ; these he is not bound to show, though his adversary may require him to do so, as it sometimes happens that the player has discarded one of a quatorze, and if he calls it improperly he reckons nothing that hand, or if he only calls three, his adversary is entitled to know which of the four has been discarded.

When the elder hand has thus counted his game, he plays a card on the table, and thereupon, the dealer, before he plays in answer to that card, is bound to count his own game, that is to say, point, sequence, and quatorze, or whichever of them he may happen to have got. If the younger hand takes the trick, he leads in his turn, and so the game proceeds till all the cards are played out.

LAWS AND REGULATIONS OF PIQUET.

1. Two cards at least must be cut.

2. If a card be faced, and it happen to be discovered, either in the dealing or in the stock, there must be a new deal, unless it be the bottom card.

3. If the dealer turn up a card belonging to the elder hand, it is in the option of the latter to have a new deal.

4. If the dealer deal a card too few, it is in the option of the elder hand to have a new deal ; but if he stands the deal, he must leave three cards for the younger hand.

5. If the elder or younger hand play with thirteen cards, he counts nothing.

6

6. No penalty attends playing with eleven cards or fewer.

7. Should either of the players have thirteen cards dealt, it is at the option of the elder hand to stand the deal or not; and if he choose to stand, then the person having thirteen is to discard one more than he takes in; but should either party have above thirteen cards, then a new deal must take place.

8. The elder hand must lay out at least one card.

9. If the elder hand take in one of the three cards which belong to the younger hand, he loses the game.

10. If the elder hand, in taking his five cards, happen to turn up a card belonging to the younger hand, he reckons nothing that deal.

11. If the elder hand touch the stock after he has discarded, he cannot alter his discard.

12. If the younger hand take in five cards, he loses the game, unless the elder hand has two left.

13. If the elder hand leave a card, and after he has taken in, happen to put to his discard the four cards taken in, they must remain with his discard, and he must play with only eight cards.

14. If the younger hand leave a card or cards, and mix it or them with his discard before he has shown it to the elder hand, who is first to tell him what he will play, the elder hand is entitled to see his whole discard.

15. If the younger hand leave a card or cards, and does not see them, nor mixes them with his discard, the elder hand has no right to see them; but then they must remain separate whilst the cards are playing, and the younger hand cannot look at them.

16. If the younger hand leave a card or cards and looks at them, the elder hand is entitled to see them, first declaring what suit he will lead.

17. No player can discard twice, and after he has touched the stock, he is not allowed to take any of his discard back.

18. When the elder hand does not take all his cards, he must specify what number he takes or leaves.

19. *Carte-blanche* counts first, and consequently saves piques and repiques. It also piques and repiques the adversary in the same manner as if those points were reckoned in any other way.

20. *Carte-blanche* need not be shown till the adversary has first discarded; only the elder hand must bid the younger hand to discard for *carte-blanche*; which, after he has done, show your *blanche* by counting the cards down one after another.

21. The player, who, at the commencement, does not reckon or show *carte-blanche*, his point, or any sequence, &c., is not to count them afterwards.

22. In the first place, call your point; and if you have two points, if you design to reckon the highest, you are to call that first, and are to abide by your first call.

23. If the elder hand call a point, and do not show it, it cannot be reckoned; and the younger hand may show and reckon his point.

24. The tierces, quarts, quints, &c., must next be called, and in case you design to reckon them, call the highest.

25. You are to call a quatorze preferably to three Aces, &c., if you design to reckon them.

26. If you call a tierce, having a quart in your hand, you must abide by your first call.

27. If the elder or younger hand reckon what he has not, but might have had, he counts nothing.

[That is—if a player should claim any count for cards not in his hand, but which may be found in his own discard, he is debarred from counting anything for that deal.]

28. If the elder hand call forty-one for his point, which happens to be a quart-major, and it is allowed to be good, and only reckons four for it, and plays away, he is not entitled to count more.

29. If the elder hand show a point, or a quart or tierce, and asks if they are good, and afterwards forgets to reckon any of them, it bars the younger hand from reckoning any of equal value.

30. Whoever calls his game wrong, and does not correct himself before he plays, cannot reckon any thing that hand; but the adversary reckons all he has good in his own game.

31. The player who looks at any card belonging to the stock is liable to have a suit called.

32. Any card that has touched the board is deemed to be played, unless in case of a revoke.

33. If any player name a suit, and then plays a different one, the antagonist may call a suit.

34. Whoever deals twice together, and discovers it previous to seeing his cards, may insist upon his adversary dealing, although the latter may have looked at his cards.

35. Should the pack be found erroneous in any deal, that deal is void; but the preceding deals are valid.

USEFUL CALCULATIONS.

1. As it is 3 to 1 that, being elder hand, you do not take in one certain card; you have, therefore, a better chance of advancing your game, by carrying two suits for points and the cards, than by aiming at quatorze of Queens, Knaves, or Tens.

2. To take in two certain cards, elder hand, is 18 to 1 against you. Therefore, suppose you have a quart-major, and two other Aces dealt, the odds that you do not take in the Ten to your quart-major, and the other Ace, are 18 to 1 against you; but that you take in one of them is only 21 to 17 against you. And suppose you have three Aces and three Kings dealt, the odds are 18 to 1 against taking in the other Ace and the other King; yet it is not much above 5 to 4 but that you take in one of them.

3. The odds in taking in four certain cards, as four Aces, &c., is 968 to 1. But to take in three cards, out of any four certain cards, elder hand, is only 33 to 1 against you. Suppose you have two Aces and two Kings dealt you, the odds of taking in three of them out of four certain cards, such as two Kings and one Ace, or two Aces and a King, are 33 to 1 against you. But suppose you should want to take in any two out of four certain cards, being elder hand, it appears by the calculation to be only 3 to 1 against you; though, if you only want one card out of the four, the odds are 5 to 2 in your favor that you take it in. Therefore, if you have four Tens or any inferior quatorze dealt you, and no Ace, it is great odds in your favor, that, being elder hand, you take in one Ace, and ought to play your game accordingly; for you must always consider the disadvantage either of losing the cards or running the risk of a capot, by spoiling your hand with keeping four Tens when they are not good.

4. If you have one Ace dealt you, it is 113 to 1 that you do not take in three others; 49 to 8, or about 6 to 1, that you do not take in two out of the three; but that you take in one out of the three is about 3 to 2 in your favor, or 137 to 91. As for example: You have a quart from a King, and two Kings more dealt: as it is 3 to 2 that you take in either Ace or Nine to your quart, or the fourth King, and as you have the chance of reckoning fourteen or fifteen points by this method of discarding, you ought to play accordingly.

But if you discard with an expectation of taking in two out of three certain cards, the odds against such an event being above 6 to 1, your game must indeed be very desperate, if you discard for

that purpose. The chance of taking in three certain cards is very distant, being 113 to 1, yet it happens sometimes.

5. If you have two Aces dealt it is 18 to 1 that you do not take in the other two, but only 21 to 17 that you do not take in one of them. Suppose you have a quart-major dealt, and a quart to a King, and are greatly behind your adversary, to take in the Ten to your quart-major, is 3 to 1; but to take in the Ace or Nine to your quart to the King is only about 5 to 4 against you. Also, by the same rule, suppose you have three Kings and three Queens dealt, the odds of taking in both a King and a Queen are 18 to 1; but that of taking one of them, is only about 5 to 4 against you.

6. As it is 17 to 2 that you do not take in two certain cards out of four, such as two Kings, two Queens, &c., you must not, therefore, confound this with the third calculation, where the odds are not above 3 to 1 that you take in two cards out of the four.

7. Having neither an Ace nor a King dealt you, the odds of taking in both an Ace and a King are, in two cards, about 11 to 1 against you; in three cards, 4 to 1; in four cards, 9 to 5; in five cards, 33 to 31.

The foregoing calculation is either for the elder or younger hand. Suppose the younger hand to have two quatorzes against him, it is not above 4 to 1 but that he takes in one of each of them. The rule may serve for any other eight certain cards.

8. As it is 62 to 1 that the younger hand does not take in two certain cards, he ought never to run the hazard of so great a chance, but when the game is desperate.

9. It is 29 to 28 that the younger hand takes in one Ace, having none dealt him; the calculation is the same for any one out of four certain cards. Suppose you have two quarts dealt from the King or Queen of any suit, it is the same odds of 29 to 28, that you take in a card to make one of them a quint; as also that you take in either Ace, King, Queen, or Knave of any one suit, when a pique or repique is against you.

10. If the younger hand have an Ace dealt, it is 21 to 1 that he does not take in two Aces, and about 3 to 2 that he does not take in one of them; which holds good in the taking in any three other certain cards. Therefore, suppose that, as it is but 3 to 2 against the younger hand taking in one card out of three to save a pique, or a repique, it would generally be good play either to throw one from his point, or discard a King, &c., for the chance of such an event.

11. It is 17 to 3, younger hand, against taking in any one certain

card; therefore the odds of not succeeding in this case are so great, that it ought not to be attempted, especially if the winning or saving the cards be risked by so doing.

CURIOUS AND INSTRUCTIVE CASES.

1. Suppose you are younger hand, and have the Queen, Knave, Seven, Eight, and Nine of Clubs; also the Seven and Eight of Diamonds, the Seven of Hearts, and the Ten, Nine, Eight, and Seven of Spades; and that the elder hand has left a card; keep the five Clubs and four Spades, and leave a card; and by taking in the Ace, King, and Ten of Clubs, you repique your adversary.

2. Suppose you have eight Clubs, the Ace and King of Diamonds, the Ace of Hearts, and the Ace of Spades. The younger hand may have a *carte-blanche*, by having three quarts from a Ten, which reckon first, and therefore is not repiqued.

3. The highest number to be made of a pique is 82 points. The cards which compose that number are a quart-major in Clubs, a quart-major in Diamonds, Ace, King, and Ten of Hearts, with the Ace of Spades. This is only upon supposition that the quart-major is good for every thing.

4. The highest number to be made of a repique and capot is 170 points. The cards which compose that number are the four tierce majors, which are supposed to be good for every thing.

5. Suppose you are elder hand, and want 8 points of the game, and the younger hand wants 23; and you have the Ace, King, and Queen of Clubs dealt you; the Ace, King, and Ten of Diamonds; the Ace, Knave, and Nine of Hearts; the Knave, Nine, and Seven of Spades; to prevent any possibility of the younger hand making 23 points—and he is not to reckon *carte-blanche*—you are to discard the King and Queen of Clubs, and Knave, Nine, and Seven of Spades, by which method of discarding you are certain to make 8 points before the younger hand can make 23 points.

6. Suppose you have the Ace, Queen, and Knave of Clubs, with the King and Ten of Diamonds; and your adversary has the Ace, Queen, and Knave of Diamonds and the King and Ten of Clubs, he being to lead, is to make 5 points, or to lose the game. To prevent him from making 5 points, when he plays the King of Clubs, you are to play the Ace; by which means he can only make 4 points.

7 A. and B. play a party at piquet, and have won one game each

A. has it in his power to win the second; but then he will be younger hand at the beginning of the next game. A. has it also in his power to reckon only 99 points of the second game, and B. will be 70; it is A.'s interest to win the second game, in the proportion of 14 to 13 in his favor.

BÉZIQUE.

THIS interesting game is supposed to have originated in Sweden. It is said that during the reign of the first Charles—a reward having been offered by that monarch for the best game of cards, to combine certain requirements—a poor schoolmaster, by name Gustave Flaker, presented for the prize the game of cards which he called Flakernuhle, which was accepted by his royal master, and he made the happy recipient of the promised purse of gold. The game became very popular in Sweden, and was finally introduced into Germany, changed in some respects, and called Penuchle. There it also acquired great popularity.

It is only a few years since it was first introduced in Paris; but it has now become a favorite game with all classes there. It is played in the cafes, in the family circles, in saloons, and in fashionable assemblies. The French gave it the name of Bézique. Bézique is a variation of the game of *Cinq-Cents*, which has been played a long time in the provinces of the south of France. It has also borrowed somewhat from the game of *Mariage*, also an ancient game.

Bézique is fast becoming popular in the United States, and is now much played here in fashionable circles. It is known among our German brethren as *Peanukle.*

TECHNICAL TERMS USED IN BÉZIQUE.

BÉZIQUE (SINGLE).—The Queen of Spades and Knave of Diamonds.

BÉZIQUE (DOUBLE).—Two Queens of Spades, and two Knaves of Diamonds.

BRISQUES.—The Aces and Tens in the tricks *taken.*

COMMON MARRIAGE.—The King and Queen of the same suit, other than trumps.

ELDEST HAND.—The player immediately at the left of the dealer.

FOURS of Aces, Kings, Queens, or Knaves.

PACK.—The same as the Euchre, Piquet, or Ecarté pack. composed of thirty-two cards, all under the Seven spots being discarded.

QUINT-MAJOR.—Same as Sequence.

ROYAL MARRIAGE.—The King and Queen of trumps.

SEQUENCE.—Ace, King, Queen, Knave, and Ten of trumps.

STOCK.—The number of packs of cards corresponding with the number of players, shuffled together, and ready to be dealt.

TALON.—The cards remaining after the dealer has distributed eight to each player.

RULES OF THE GAME.

Bézique, as it is now played, has undergone great modifications since it has taken rank among the games in vogue. The manner of playing the game, the various modifications and counts, and the laws generally adopted, are here given.

1. Bézique is ordinarily played by two persons, with two or three packs of thirty-two cards (Euchre packs).

2. After having decided by lot, by turning two cards, which player deals, the one who deals hands the cards to be cut, and then distributes them by giving two cards, or three and two, till eight are dealt to each player, which is the number of cards almost always used in playing. The player receiving the lowest card deals.

3. It is occasionally agreed to play with nine, and sometimes ten cards.

4. The number of cards having been decided and dealt to each of the players, the next card is turned up; this is the trump, which is the seventeenth if eight cards are played with, or the nineteenth if nine, or the twenty-first if it is with ten cards; that is, when two are playing.

5. After the dealer has placed the rest of the cards to his left (in this country we place the talon on the right), which forms the talon his adversary plays first; and the one who wins the trick takes a

card from the talon in order to complete his number of eight, nine, or ten cards. The one who has lost the trick then takes a card in the same manner, and the play continues till the talon is exhausted. The winner of the trick has the privilege of the lead.

6. The following is the value of the cards, in making the tricks: 1st, the Ace, which takes all other cards; 2d, the Ten; 3d, the King; 4th, the Queen; 5th, the Knave; 6th, the Nine; 7th, the Eight; 8th, the Seven.

7. Before commencing the play, it is usual to decide on the number of points which is to make the game—that is, 1,000, 1,500, 2,000, or more.

8. When the turned-up card is not a Seven, the player holding the Seven of trumps can exchange it for the turned-up card—in which case he scores ten points.

9. The value of the combinations, in counting the points, are as follows:

Each Ace or Ten taken or saved in trick......counts 10 points.		
Each Seven of trumps, when played or turned up "	10	"
The last trick................................... "	10	"
A common marriage.............................. "	20	"
A royal marriage............................... "	40	"
A Bézique..................................... "	40	"
Four Knaves................................... "	40	"
Four Queens................................... "	60	"
Four Kings.................................... "	80	"
Four Aces .... "	100	"
A sequence (quint-major)...................... "	250	"
A double Bézique.............................. "	500	"

10. It is permitted to decline following suit as long as there are any cards left in the talon; but the privilege ceases when the talon is exhausted; and, moreover, the player must, if he can, win the trick.

11. In a case of a misdeal, the hand passes, or you commence anew, according as your adversary may choose.

12. The player taking the trick *just previous* to exhausting the talon, may *then* declare any combination in his hand. The winner of the trick then takes the last card in the talon, and his adversary the trump card, and afterwards no combination can be declared or counted. The declared cards on the table must be taken in the

6*

hand of each player, and the *rule imperatively is*, follow suit with the *highest in your hand*, and if you cannot follow suit, trump the trick.

13. The last trick having been made, each player counts the Aces and Tens which are in the tricks he has taken ; these Aces and Tens are called brisques. For each brisque the holder scores ten points, which are added to the score made during the playing by the combinations.

14. Brisques are not counted when any one of the players makes the game by scorings made by combinations ; that is to say, when neither of the players has made the number of points fixed to complete the game, then he who, with the brisques, counts most over the fixed number, wins ; and, in case of a tie, the winner is the one taking the last trick.

15. After all the cards have been taken in hand, if any player revoke by not playing the *highest in suit*, or refuse to trump when he has not suit in hand, his adversary may claim a deduction of forty points from the score of the player so revoking, or refusing to trump.

16. There are cases where one card is made to count several times. For example : a King which has counted in a marriage can count also in the score of 80 points (four Kings) ; it counts also in a score of 250. It is to be understood, in the last case, that it must be a King of trumps.

17. An Ace of trumps, which has counted in a score of 100 (four Aces), can also serve to make a score of 250 (sequence). The Queen of Spades and Knave of Diamonds, after having counted for a Bézique, can serve to count in a score of 250 (sequence), and the Queen of Spades in a marriage.

[We play differently in this country. The following is the rule here:—King and Queen of trumps, or any other suit once married, cannot again be married in the same hand, but may constitute one of four Kings or Queens, a sequence of trumps, or a Bézique, double or single. In other words, any card, *except either of those which have* been used to form Bézique, may serve to compose any other combination in which it has not previously been employed.]—*See note to Rule* 25.

18. If, after having scored an 80 of Kings, the same combination is filled in the hand, it also counts ; but neither of the first four Kings can be used to complete the combination. It is necessary— this is to be distinctly understood—that it must be a new combination.

19. The above rule holds good for Aces, Queens, and Knaves.

20. It is the practice, in order to escape errors, to place on the

table, with the faces up, all cards which have been used to make the combinations after they have been declared; that is, a marriage, a 100 of Aces, an 80 of Kings, a 60 of Queens, a 40 of Knaves, a Bézique, a 250, or a 500; but the player is privileged to play these cards when he pleases.

21. The possessor of a Bézique, sequence, or any other combination of cards in hand, must take a trick before declaring the same.

22. If a player declares Bézique, and subsequently is fortunate enough to draw cards sufficient to declare double Bézique, the latter counts 500 points, in addition to the 40 points already scored for Bézique.

23. When a single Bézique is in hand, it may be declared and placed upon the table, and there remain until the double Bézique is subsequently acquired. The player must judge from the condition of his hand whether it would be better to try and achieve double Bézique, or abandon the effort for other combinations.

24. When a card is led, and other cards identical in value are played in the same round, the first card played takes precedence of *all* others of the *same denomination*, and wins the trick, unless it is trumped, or outranked by a card of superior value.

25. Only one combination may be declared at a time.

[In some coteries they play differently, and the fortunate holder of more than one combination may declare *all* such combinations upon taking a trick; but after Bézique has been declared, the cards composing *that* combination cannot be employed to form any *other*. It is, therefore, good policy to retain the Queen and Knave in hand, to aid in forming other arrangements of the cards, before declaring Bézique, particularly when Spades or Diamonds are trumps, for then the Queen may be serviceable in composing a royal marriage, sequence, or four Queens, while the Knave may avail in forming a sequence or four Knaves, and both may *afterwards* be employed to declare Bézique.]—*See Rule* 17.

26. Whenever a player neglect to take his card from the talon, he loses the play, or, left to the choice of his adversary, he can take the next two cards.

27. The play is equally void, at the choice of the adversary, when a player plays with a card too many; he must, if the play is not declared void, play twice in succession without drawing a card from the talon.

28. A player who, having only three cards, declares four and scores, must, when the error is discovered, correct the score by not counting it, and he can be compelled to play one of the three cards, if the error is not discovered before his adversary shall have played;

because this last would have been able, by reason of the error, to have thrown away a card which he supposed there was no reason to retain, since, on account of the error, he would not be able to count again by filling a combination.

HINTS AND CAUTIONS TO YOUNG PLAYERS.

1. It is presumed that a beginner is being instructed, and we say to him : You hold eight cards in your hand ; you have led a card, and your adversary has taken it ; you hold the Queen of Spades ; your adversary having taken his card from the talon, you take yours ; that card is the Knave of Diamonds ; you have then a Bézique, but you say nothing ; you wait till you take a trick, then declare it, and score 40 points ; you have three Aces, and draw another from the talon ; that makes a 100 of Aces, which you also declare when you take another trick—and so on, for as many combinations as you are fortunate enough to form in your hand.   Whenever your adversary takes a trick, keep silent, wait patiently, for he is not allowed to score if he fails to make his declaration before you have taken the following trick.

2. It is good play to make your Aces and Tens whenever an occasion is presented for doing so, being careful, however, not to throw away the former when there is any likelihood of declaring four Aces. As the Aces and Tens count ten each in trick, the careful player, by a judicious use of small trumps and Aces of the suit led, may make an aggregate score at the end of the game of very respectable proportions.   Remember, that *every* Ace or Ten you let your adversary take, scores twenty against you.

3. Do not fail to note, when your opponent displays a sufficient number of Bézique or sequence cards of the same denomination, to satisfy you that it will be impossible for you to form either of those combinations.   This will enable you to improve your game by throwing away cards which might otherwise be retained with the false hope of making impossible combinations.   For instance, we will suppose A. and B. to be playing at Bézique, with *one pack* of cards *each ;* A. twice declares a common marriage in Spades, and also four Aces, two of which are trumps ; it is therefore very evident that B. cannot make either a single or double Bézique, and it would be stupid in him to keep the Knave or Knaves of Diamonds in hand, unless in the anticipation of declaring four Knaves.   Neither could B. hope

to make up the sequence, as A. had shown both trump Aces. It would therefore be policy in B. to play out the Tens and Knaves of trump in hand, whenever opportunity offered for doing so with profit. B. would thus relieve his play, and prepare for other combinations yet in the cards.

4. Be careful not to throw away in play either Bézique or sequence cards, while there is a reasonable probability of forming either. The reward for declaring those valuable combinations, particularly double Bézique, is so far beyond that of all others in the game, that it is good play to retain in hand any card which may serve to compose either of them, as long as *any chance* remains of achieving either.

5. If possible, avoid showing cards that will inform your antagonist that he cannot compose double Bézique or the sequence · you may thus embarrass and cramp his game, by preventing him from forming some more practicable combination, and frequently save Aces and Tens, which he would otherwise take from you.

6. It is preferable to retain the Kings and Queens in hand, until you can marry them. Therefore, when you are in a dilemma whether to throw away an Ace or a King, save the latter, when you can take the trick with the former. You will thus count ten, and in this way *may* count *all* your Aces in tricks ; whereas, it is very difficult to declare four Aces and avoid losing some of them. It is true that four Aces count more than four Kings, but you have a reasonable hope of marrying the latter, and may then throw them into your opponent's tricks without injury to your own game. See *Hint* 2. It is possible thus to save all your Aces in trick, marry your Kings, and declare four Kings.

7. Do not forget to exchange your Seven of trumps for the card turned up, particularly if the latter is a sequence or Bézique card. and fail not to call for a score of ten for each Seven of trumps you play.

8. If possible, retain your Aces and Tens of trumps for the last eight tricks, and get the lead by taking the trick previous to exhausting the talon. You will thus compel your adversary to lose his Aces and Tens, by playing them on the cards you lead, and by being superior in trumps, you may take all the tricks, and make a very respectable score by this *ruse*. Besides getting the lead ; you acquire the privilege of making the last declaration.

9. At the latter part of the game, just before the pack has " *gone from thy gaze*," note what cards your antagonist has upon the table,

and make such use of this information as will " bring grist to your mill ;" flank his Aces and Tens, and demoralize his hand generally.

BÉZIQUE WITHOUT A TRUMP.

This is played as the ordinary game, except that no card is turned to make a trump, but the trump is decided by the first marriage which is declared. For example : you or your adversary declare a marriage in Clubs, then Clubs become trumps, and so on with the other suits.

The quint-major of trumps, or the score of 250, cannot be declared until after the first marriage has been declared. The Seven of trumps in this game does not count ten points. The Béziques, four Kings, four Queens, &c., are counted the same as in Bézique when the trump is turned, and can be declared before the trump is determined. It is the same with the other cards which form combinations : their value remains the same as in the ordinary game of Bézique

BÉZIQUE PANACHE.

In the game so called, the four Aces, four Kings, four Queens, four Knaves, must be, in order to count, composed of Spades, Diamonds, Hearts and Clubs ; thus an 80 of Kings, composed of two Kings of Spades, one of Hearts, and one of Diamonds, does not form a combination ; and in like manner with Queens and Knaves. This game ought to be the object of special agreement.

With respect to the combinations of the four points, the rules are those of ordinary Bézique.

BÉZIQUE LIMITED TO A FIXED POINT.

This game is played after an agreement made that the player who shall first have reached the point or number fixed for game, may stop on attaining the number of points agreed upon without playing the hand through. In this case, the player who claims to have won the game counts his points, adding to them his brisques ; but if he is wrong (for example, when the game had been fixed at 1,500, and his points and his brisques only count 1,490, or less), the game is not continued, but is, on the contrary, gained by his adversary.

FOUR-HANDED BÉZIQUE.

THIS game is usually played two against two, cutting for part-ners, and alternating every game; the players are also permitted to choose their partners, or may, in fact, play just as chance has placed them around the table.

The cards are cut and dealt as mentioned in the three-handed game.

In making a declaration and score, the rules are the same as in the ordinary game of Bézique.

The last trick counts ten points, or more if so agreed.

The partners unite their scores and their brisque, and count them as in the ordinary game of Bézique.

The laws governing the ordinary game are equally applicable to the four-handed game.

The partners should not be placed by the side of each other, but on opposite sides of the table.

ALL-FOURS.

THE game, sometimes called *Old-Sledge* and *Seven-Up*, is played with a full pack of fifty-two cards, which take rank as at Whist—the Ace being the highest and the Deuce the lowest. Any num-ber of points may be played for; but it is common to state an un-even number, as five or seven; the latter being most common.

The players cut for deal, the highest card having the deal. The Ace is highest—the other cards taking their regular order. Ties cut again. The dealer then gives six cards to each, three at a time, and turns up the thirteenth, if there be two players, and the twenty-fifth if there be four. The turn-up is the trump. The non-dealer then looks over his hand, and either holds it for play or begs, as hereafter explained. If the Knave turn up, it belongs to the dealer, who scores one for it (but when the Knave is dealt to a player, and is taken in play by a higher card—Ace, King or Queen of trumps—then the point is scored by the winner). The

7

non-dealer having decided on his hand (it is not allowed to "beg" more than once, without it be previously agreed to do so), he plays a card of any suit. Then the dealer plays another card to this, and, if it be higher, he wins the trick and plays another card, and so on throughout the six tricks. Each player must follow suit if. he can, unless *he chooses to trump*. When the whole of the tricks are played out, the points are taken for high, low, Jack, game, as the case may be. Thus, one player may score a point for *high*, and the other for *low ;* the greatest number, counting on the court-cards, Aces and Tens in each hand, reckoning for game. The winning of the Knave, the making of the Tens, and the taking of your adversary's best cards, constitute the science of the game. The hand in which the Knave of trumps is eventually found, is the one which scores the point for the Jack. The *high* and the *low* always belong to the original possessor of those trumps.

All-Fours is played by either two or four players; the same rules applying in this four-handed, equally as in the two-handed game.

The parties usually decide who shall be partners by *cutting* the *cards*, the two highest and the two lowest being partners. The four players divide themselves into two *sets*, each playing sitting opposite his partner, as at *Whist*. The first deal is decided by *cutting* the cards, the highest *cut* having the deal, but afterwards it is taken by each party alternately. When parties play for money it is usual to *cut for deal* at the commencement of each game. The *dealer* and the player on his *left only* are permitted to look at their cards previous to the latter deciding upon his hand, and in case he begs, the other parties must not raise their cards until the dealer announces whether he will "give one" or run the cards to another trump. This is done to prevent collusion between partners.

TECHNICAL TERMS USED IN ALL-FOURS.

High.—The highest trump out ; the holder scores one point.

Low.—The lowest trump out ; the original holder scores one point, even if it be taken by his adversary.

Jack.—The Knave of trumps. The holder scores one point, unless it be won by his adversary, in which case the winner scores the point.

Game.—The greatest number that, in the tricks gained, can be shown by either party ; reckoning for—

<blockquote>
Each Ace *four* towards game.
   "   King *three*   "   "
   "   Queen *two*   "   "
   "   Knave *one*   "   "
   "   Ten *ten*   "   "
</blockquote>

The other cards do not count towards game ; thus it may happen that a deal may be played without either party having any to score for game, by reason of holding neither court-cards nor Tens.

When the players hold equal numbers—ties—the elder hand, the non-dealer, scores the point for game.

Begging is when the elder hand, disliking his cards, uses his privilege, and says, " I beg : " in which case the dealer must either suffer his adversary to score one point, saying saying, " Take one," or give each three more cards from the pack, and then turn up the next card, the seventh, for trumps ; if, however, the trump turned up be of the same suit as the first, the dealer must go on, giving each three cards more, and turning up the seventh, until a change of suit for trump takes place.

Eldest Hand.—This term is used in the four-handed game, and signifies the player immediately to the left of the dealer.

LAWS OF THE GAME OF ALL-FOURS.

OF CUTTING AND DEALING.

1. The deal is determined by cutting the cards, and the player cutting the highest card deals.   In cutting, the ace is the highest card, and ties cut again.

[In the four-handed game, the two highest play against the two lowest.]

2. Less than four cards is not a cut, and the player cutting must leave at least four cards at the bottom of the pack.

3. If a card be exposed, a new cut may be demanded.

4. A new deal may be demanded if, in dealing, an opponent's card be faced, or if the dealer in any way discover any of his adversary's cards ; or if, to either party, too few or too many cards

have been dealt. In either case it is optional with the players to have a new deal, provided no card has been played, but not afterwards.

5. If the dealer expose any of his own cards, the deal stands good.

6. If a misdeal should occur, the dealer must bunch the cards and deal anew; the opponent of the dealer, however, has the option of the deal, if he chooses to take it.

[The dealer deals again, otherwise he might make a misdeal purposely for the sake of getting the beg. The reason is embodied in the law maxim, that "a man cannot take advantage of his own wrong." A forfeits the deal, if B chooses to claim it, for his misdeal. But when the misdeal is to A's manifest advantage, A has to deal again, otherwise he would "take advantage of his own wrong."]

7. The deal passes to the left.

[The following case may, and frequently does arise in a three-handed game of All-Fours :—A B and C, are playing, A deals, and B goes out in that hand. In the regular course, it would be B's deal, and C's beg ; but B being out of the game, the question arises, must C deal, or can he claim his beg ? *Decision.*—In a somewhat analagous position in the game of Pitch, when A dealt, and B went out, it was decided that it would be proper for B to deal A and C their hands and then retire from the game. The decision was made upon the ground that it would be a manifest wrong to deprive C of the great advantage of the pitch, while A's right would not in any way be compromised or interfered with. We concur in this opinion, as far as the game of Pitch is concerned, but such a rule would not be proper in three-handed All-Fours for the reason that if B were to deal, and A were to beg, the dealer B would have no power to give, or run the cards, having retired from the game. The deal must therefor in a case like this pass to C.]

THE SCORE.

8. The points score in the following order : 1st, *high*, 2d, *low*, 3d *Jack*, and 4th, *game*.

[Thus it will be seen that if two parties are playing, and the game stands six points each, he who scores high goes out first, as that takes precedence of the other points, unless Jack is *turned up* by the *dealer*. The same is the case when the game stands *five* to *six*; the former goes *out* on *high* and *low*, although the latter may make *Jack* and *game* in *play*; but if the former make *high*, *Jack*, the latter will go out on *low*.]

9. Each Jack turned up by the dealer, counts one point for him in the game, unless a misdeal should occur *before* the Jack is turned. If the dealer turns Jack, and a misdeal should occur afterwards, even though it be in the same hand, or if he turns Jack and the cards run out by reason of the same suit being turned, he is not debarred from scoring the point.

10. One card may count all fours; for example, the eldest hand

holds the Knave, and stands his game; the dealer having neither trump, Ten, Ace, nor court-card, it will follow that the Knave will be both high, low, Jack, and game.

11. Should there be a tie for *game*, the non-dealer scores the point. If three or more are playing and there is a tie, the eldest hand scores game.

OF BEGGING.

12. If a player beg, it is at the option of the dealer to give him one point or run the cards for a new trump. When playing three-handed, if the dealer give one player, he must give both.

[Running the cards is accomplished in the following manner: The dealer having laid aside the old trmmp, deals three more cards to each player, and then turns up the next card for the new trump. If, however, the card turned up should be of the same suit as the original trump, the dealer must repeat this operation until the trump suit is changed.]

13. No player may beg more than once in each hand.

[There is nothing to prevent the dealer and the eldest hand from *bunching the cards*, *i. e.*, having a fresh deal, after the latter has begged, and the cards have been run by the former, provided they mutually agree to do so; or, if the new trump is unsatisfactory to both, they may agree to run them again instead of bunching, but a suit cannot become trump that has once been turned down during the deal; this, however, is more a matter of agreement than of actual law.]

14. Should the same suit be turned until the cards run out, then the cards must be bunched, and dealt anew.

[*Case.*—A, B, C and D, are playing All-Fours; A having the deal, turns up a club for trump; B begs; A runs them and again turns up a club; he still continues, and once more turns up a club. The question is, can B insist that the dealer turn the last card for trump? *Decision.*—No. If A elect to bunch the cards and deal anew, under these circumstances, he may do so. The dealer *must* give each player three cards *before* turning for a new trump, and continue doing so until a trump is obtained. When he cannot comply with this condition, a new deal ensues.]

15. When playing the four-handed game, the *dealer* and the player on his *left only*, are permitted to look at their cards previous to the latter deciding upon his hand, and in case he begs, the other parties must not raise their cards until the dealer announces whether he will "give one," or run the cards to another trump.

[This is done to prevent collusion between partners.]

OF THE REVOKE.

16. Each player must follow suit, if he can, unless he chooses to trump, on penalty of his adversary scoring one point.

PITCH, OR BLIND ALL-FOURS.

This is played the same as the game just described, with the following exceptions:—1st. There is no begging. 2d. No trump is turned. 3d. The eldest hand has the privilege of making any suit he chooses trump, the first card he leads, or *pitches*, being trump. 4th. In the event of a tie in counting game no game is scored by either party.

[In the regular game of All-fours, in case of a tie, the non-dealer scores game to counterbalance the advantage the dealer possesses in having the chance of turning Jack. By parity of reasoning, some contend that the non-pitcher should score the game in case of a tie, to equalize the great advantage the pitcher has over his opponent in making the trump. We, however, incline to the opinion that it should not be scored to either party.]

In all other particulars, Pitch is played precisely the same as regular All-fours, and all the laws of the latter game apply to it with equal force, except the modifications enumerated and explained above. Pitch is by no means an uninteresting game, and in many localities has superseded the regular game of "Old Sledge."

(*See "Decisions on Disputed Points," Pitch, Rules V. and VII., page* 513.)

COMMERCIAL PITCH, or, AUCTION ALL FOURS.

This is another game of "All-Fours," quite amusing and exciting in its character, especially as it may be played by as many as eight persons. It is subject to the usual rules of "All-Fours," and is played as here described :—

Before the game commences, it is usual to score ten points to each player, and each strives to wipe out this score, as in the game of Set Back Euchre. Every point a player makes is deducted from his score, and the first who wipes his score entirely out wins the game. The cards are shuffled, cut, and dealt as in the ordinary game, except that no trump is turned, and then commences the *commercial* part of the play, which is bidding for the privilege of making the trump. This is commenced by the eldest hand, who is said to "sell the

trump." If, upon examination, the player next to the eldest hand thinks his hand is strong enough to make a trump, he bids, or declares how many points he will give the eldest hand to be allowed to make the trump—he may, for example, bid *two*—the next hand may bid *three*, while the third and fourth, not having good hands, decline to bid; and if no one is disposed to give more, the play begins by scoring the bid, which announces the pleasant fact, that the eldest hand has wiped out three points before a card has been played. Now, if the player who made the highest bid does not make the points bid, he loses, or is set back three points, so that he would have thirteen to make, while the eldest hand would have but seven to go. In this manner the game proceeds, each one retiring upon making ten points, until the players are reduced to two, and he who is finally beaten forfeits whatever may have been pending upon the issue of the game. If a pool has been made up to be played for, the first hand out wins. It sometimes happens when a player has four points scored, and thinks he can make four points, and the game, that he will bid four for the privilege of the pitch, but if he fails he is set back four points. If no player bids for the pitch, then the eldest hand takes that privilege, and pitches what trump he chooses. The player who makes the trump is compelled to pitch it. The trump must be put up for sale, but if the seller is offered less than he thinks he can make by pitching the trump himself, he may refuse to sell, and retain the privilege of the pitch; if, however, he fails to make the number of points he was offered for the pitch, then he is set back that number. There is another variety of the game, which differs from the above in the following particulars :—1st. The dealer sells the privilege of pitching. 2d. The player who buys the privilege of making the trump scores all the points he actually makes; but if he does not succeed in making all the points he bids, he is set back the number of points he falls short of completing his bid. For example: if he bids three, and only makes two points, he rubs out two points for those he has made, and is set back one point for that which he failed to make, and all the other players score for the point he come short of his bid. 3d. If none of the players bid for the trump, and it comes round to the dealer, then he (the dealer) pitches what trump he chooses, and scores for the point he makes. He is not, however, subject to any penalty, even if he does not make a point. The score of this game is kept the same as Rounce.

LOO.

Loo is divided into *Limited* and *Unlimited* Loo. It is a game the complete knowledge of which can easily be acquired; it is played in two ways, both with three and five cards, and the latter method is called *Pam Loo*.

THREE-CARD OR DIVISION LOO.

Is a good round game, at which any number may take part, though from five to eight make a pleasant party.

The game is played with a full pack of fifty -two cards, which rank as at Whist. One card is dealt to each player, and the player receiving the lowest card is entitled to the deal. At the commencement of the game the dealer puts *three* chips, or counters, in the pool, the value of which has previously been agreed upon. It is neces sary to make the pool a number that can be exactly divided by three, say 3, 6, or 9 chips. After the cards are shuffled and cut, the dealer proceeds to deal three cards (one at a time) to each player, beginning at the eldest hand, and going round to the left; he also deals an extra hand, called "Dumby," or "Miss," in the centre of the table, and turns up the next card for trump. In the first hand, and whenever the pool consists *only* of the three chips deposited by the dealer, it is called a "*Bold Stand*," and sometimes a "*single*," and each player is compelled to play his hand, *except* the *eldest* hand, who, if he prefers it, is entitled to the "Dumby," and may exchange it for his own. "Bold Stand" is played for the purpose of getting a large pool. Thus: On the "*Bold Stand*," if eight persons are playing, all those not taking a trick will be looed the amount of the pool. Supposing five of the eight players should be looed, each of them would be compelled to pay into the pool three counters each, making fifteen in all; which, together with the three counters deposited by the dealer, would make eighteen counters in the pool.

The deal passes to the left, and the dealer *must*, on all occasions, pay in the pool three counters for the deal. When the pool consists of *more* than the original three chips deposited by the dealer, it be comes optional to play or not, and before looking at his own cards, the dealer asks all the players, in the regular order of playing, be-

ginning at the elder hand, whether they play their own hand, or take "Dumby," or decline playing for that round. If the elder hand declines to take "Dumby," the next in hand has the option, and so on; but whoever takes it must play it. Each individual must announce his intention before the next is asked, and if he declines playing, must give his cards to the dealer to place under the pack. or do so himself. No one can retract after declaring his intention to stand or not. When all, including the dealer, have declared their intention, the first in hand of those who play, if he hold two trumps, must lead the highest of them; and each player in succession must "head the trick," *i. e.*, play a higher card if he can. It is not usual to play the cards in the centre of the table; they should be placed, face up, in front of the person playing them. The winner of a trick must always lead a trump if he has one, and the best one he has; and so the game goes on till all the hands are played out, when the pool is divided into three portions, and paid to the holders of the several tricks. Thus, if one take three tricks he wins the whole pool; if he take two tricks he wins two-thirds of the pool; but if he take one trick he only wins one-third of the pool. All those who have failed to take a trick are looed the original amount deposited by the dealer, which goes to make up the pool for the next game.

When only two players stand, the last before the dealer must either play the hand, or the Dumby, or give up the pool to the dealer, when the game is recommenced as before.

This variety of the three-card game, which is most popular in the United States, is called *Limited Division Loo.*

In *Unlimited Loo*, each player is looed the whole amount in the pool, till the occurrence of *a bold stand*, which can only happen when three players stand the game, and each win a trick, or when two play, and one takes two tricks and the other one.

Another variety of Three-card Loo is called

FULL LOO.

and is played precisely like Division Loo, except that the pool is not divided proportionally among those winning tricks; but a player must take *all three* tricks to win the pool, thus: After the three tricks are played, if either player has taken them all, he takes the whole pool; but if the tricks are divided among the players, the pool

7*

remaius.   Those playing who have taken no trick at all, are looed, and must pay double the price of the deal into the pool.   The game goes on in this way until the pool is taken by some one of the players, when the next hand is *bold stand*, and is dealt and played as first described.   Sometimes *club-law* is introduced, when all must play when a Club happens to be turned trump.   The *technical terms* used in *Three-card Loo* will be found in the article on *Pam-loo*.

LAWS OF THE GAME.

1. The cards are dealt over at any time, the deal being determined, by throwing round a card to each player ; the player receiving the lowest card is entitled to the deal.

2. The person who misdeals forfeits a loo and loses his deal ; but if a card is faced in the pack, he is to deal again ; or if any of the company is the cause of showing a card in dealing, that person forfeits a loo, and the cards must be dealt afresh.

3. If the dealer looks at his own hand before he has asked each individual whether they play or not, he forfeits a loo.

4. The hands ought to be lifted in succession from the dealer, and any one taking up and looking at another's hand forfeits a loo, and the person whose cards have been taken, may inspect both hands and take his choice of the two.

5. The person who announces his intention to play or not, or who throws down his cards, till all those to the right have decided, for feits a loo.

6. No person is to look at Dumby, if not taken, before the dealer has decided, under the penalty of a loo, besides being obliged to play Dumby.

7. Whoever plays a card out of the regular order of play, forfeits a loo.

8. No player may inform another what cards he possesses, or give any intimation as to any card in hand or Dumby, under penalty of a loo.

9. If a player throw up his cards after the leading card is played, he is looed.

10. No player may look at his neighbor's hand, either during the play or when they lie on the table, under penalty of a loo.

11. A card played by mistake, if seen, must remain ; but if it cause a revoke, it must be taken up, and may be called as at Whist.

(see the 16th law of that game,) when it does not oblige the party to revoke; and the person who played it forfeits a loo. These forfeitures go to the present pool.

12. With Ace of trumps only, or King if Ace is turned up, the first player must lead it. If he fails to do so he forfeits a *double* loo to the *next pool*.

13. The elder hand who holds two trumps, and does not lead from them, playing the highest first; and the person who does not lead a trump if he can, after taking a trick; and the player who revokes, or who does not either follow suit or trump, provided he can thereby "head the trick," each forfeit a double loo—it being difficult to determine how the cards might have been played had the false play not taken place. This forfeiture goes to the next pool.

FIVE-CARD LOO, OR PAM LOO.

The game of Pam-loo may be played by four, five, six, or seven persons. Five or six is the best number. If there be less than five, a loo will seldom happen, and if more than six, the pack will frequently be insufficient. A complete pack is used, and the cards rank the same as in Whist, except the Knave of Clubs, which is called Pam.

TECHNICAL TERMS USED IN LOO.

Pam, is the Knave of Clubs, and ranks above every other card in the pack. It is subject to no laws, but may be played on any suit, at any time, even though you have in your hand the suit which is led. When led, it always commands trumps, but when trumps are led, you are not obliged to play it, even if you have no trump. If you hold pam, you cannot be looed. If pam is turned for the trump card, Clubs are trumps.

Pool.—The pool consists of the counters which are paid for the deals, and of the sums forfeited by those who were looed the preceding hand.

Flush is five cards, all of one suit.

Pam-flush is four flush cards and pam.

Blaze is five face or court cards.

Pam-blaze is four blaze cards and pam.

The person holding the best flush or blaze outwins all the money

in the pool; and each other person that stood is looed, unless he has either pam, a flush, or a blaze. They rank in the following order: 1st, a pam flush, or pam blaze; 2d, a flush of trumps; 3d, any other flush; 4th, a blaze; and if there be two or more equal flushes or blazes out, the eldest is the best.

Loo.—The loo is the sum put up by any one that is looed, and is either limited or unlimited; when unlimited, a person is looed for the whole amount of the pool; if limited, he is looed for no more than a certain sum, previously agreed upon, generally about double the deal; but he is never looed for more than the pool.

Pam be civil, is said by any one holding the Ace and King of trumps, when he leads or plays either of them; in which case, as it is impossible that he should be looed, the person holding pam will not play it on either of them. If the Ace has been played in a previous trick, a person holding the King and Queen has the same privilege. The person, however, that holds pam, has a right to play it in the above case if he pleases; but it would, generally, be very bad play.

To play for the good, *or for the good of the loo*, is to play in such a manner as to loo as many as possible, without any regard to making tricks. This should always be done when you are safe; and for this purpose, you ought generally to lead a trump.

To be safe, is when you have won a trick, or are sure of winning one.

Winner's lift, is said to prevent the last player from wasting a good card, by taking a trick from one who is already safe; or it is said by one who has already taken a trick, when he leads or plays a card which is the second best in, in order to prevent the person who may hold the best card from playing it on that trick; as by reserving this best card, some other person may be looed.

Revoke.—When a person who has suit does not play it.

A sure card, is one that is sure of taking a trick.

Bold stand.—To have a bold stand is a method of playing the game, in which it is a rule, that whenever there is only the deal to be played for, every person is obliged to stand in order to make a loo for the next hand. As often as this happens, it is a bold stand.

DESCRIPTION OF THE GAME.

The game of Pam-loo is played with the assistance of counters. One of the party, who is called the *cashier*, delivers to each player a

certain number of counters, which the cashier is obliged, at the end of the game, to redeem at the same value in which they were delivered. Two kinds of counters are sufficient, of which the larger may be considered as equal to five of the smaller, or their value.

The cards are cut by each player for the deal; and the person who cuts the lowest card is to deal first. In cutting, the Ace is lowest. After the first deal, each person deals in turn, as in Whist.

The dealer having paid five counters for his deal, the cards are shuffled by every one who chooses, the dealer having a right to shuffle them last ; the pack is then cut by the person at the dealer's right hand. The dealer then distributes five cards to each person, beginning on his left hand ; as many at a time as he pleases, provided they be dealt equally ; usually two cards the first round, and three the second. He then turns the trump from the top of the pack, and places it face upwards, upon the table. The trump card belongs to the dealer, which makes his number six.

The dealer must now ask each person round the board, beginning at his left hand, if he stands. If he does, he says *yes*, or signifies it by knocking on the table. If he does not stand, he throws up his cards into the middle of the table. Having asked round the board, the dealer declares whether he stands himself, or not. He then asks the first person that stood on his left, how many cards he calls, who immediately discards as many from his hand as he pleases, and receives an equal number from off the top of the pack.

When all that stand have discarded, and received their several calls, the dealer, if he stood, takes up his five cards, with the trump (which he may now mix with his others), and discarding as many as he pleases, takes an equal number from the pack. Having six cards, he must next throw away the least valuable one in his hand, which will reduce it to the proper number.

If there is a flush or a blaze, it must now be shown ; and the best takes the pool. All the others that stood, are looed ; unless any one holds pam, or another flush or blaze, the loos (if there be any) and the deal being put into the pool, the game is continued by a new deal. Five counters are paid by the dealer at every deal.

If no one have a flush or blaze, the elder hand leads a card, to which the rest are obliged to follow suit, if they have it ; otherwise they may trump. The best card wins the trick ; and the winner leads again ; and so on, till the five tricks are played.

If any person win neither of the five tricks, he is looed. Those

who win the tricks divide the money played for, which is divided into five equal parts, and each trick takes a dividend. The loos and deal being then paid as before, the game is continued by a new deal.

Another method of playing is, never to divide the pool, unless some one is looed. This keeps a loo always on the table.

Another method of playing is, to pay six counters for every deal, one of which and a proportion of the loos, is put into a separate box ; and the counters contained in this box gradually accumulate, till some one has a pam-flush, which entitles him to the whole.

LAWS OF THE GAME.
OF DEALING.

Each person at the table has a right to shuffle the cards, but it is usual for the elder hand only, and the dealer after.

The dealer has a right to shuffle them last.

In cutting, two cards at least must be cut.

It is the dealer's duty to see that each person pays his loo before he turns the trump : as he is responsible to the company for all that may be deficient.

If the dealer permit any one to deal for him, to give out cards, or to assort his hand, and any error be committed, the dealer is accountable, as if he had made the error himself.

The cards must be dealt regularly round, beginning on the left hand of the dealer, and an equal number at a time to each person.

As often as the dealer makes a misdeal, it is at his option either to pass the deal, or to pay and deal again.

If a misdeal be discovered before the trump is turned, it is no deal.

If a card is faced in the pack, or be turned up in dealing, unless it be a trump card, it is no deal.

If there are too many or too few cards, it is no deal.

No one may take up, or look at his cards till the trump is turned : when this is the case, the dealer, if he should happen to misdeal, has a right to deal again, without paying.

If the dealer, instead of turning the trump, puts it face downwards upon his own cards, he loses his deal.

Whoever deals out of his turn, or twice successively, and recollects himself before he looks at his cards, may compel the proper person to deal.

No one can claim his right to deal after he has seen his cards.

OF STANDING, DISCARDING, CALLING, ETC.

Any person having signified, in answer to the dealer, that he does or does not stand, he cannot afterward alter his *say*, without the consent of the rest. And if all should throw up to the dealer, and he, not observing that no one stands, should throw up also, he cannot afterward correct himself, but the money must lie, to be played for in the next deal.

It is the duty of the dealer to see that each person discards the same number that he calls for.

If any person takes in his cards, without having put out the discard, it is a misdeal.

No person can discard twice : and the discard cannot be changed, after being put out : he cannot alter his call, or make a different discard.

No person, in throwing up, discarding, or in any other way, has a right to face or show any of the cards.

No one can, at any time, look over any cards, either of the pack or of those which have been discarded.

If a card be faced in answering a call, any one that stands has a right to call for a new deal except he by whose fault the card was faced ; and if the dealer was in fault, he must pay or pass the deal.

The dealer should leave his trump card upon the table till it is his turn to call : after which no one has a right to ask what the trump card was ; though he may ask what are trumps.

If, at the end of the game, there should be an error in the discard, there must be a new deal, and the dealer must pay or pass it ; because it is his duty to see that each discard is correct.

OF PLAYING.

The elder hand must not lead till the discard is complete ; and should he have played, he is permitted, if nobody has played to his card, to take up the same, and play another.

No one should play out of his turn ; and any card so played cannot be taken up again.

A card once shown in playing, must be played, provided it does not cause a revoke.

If any one is sure of winning every remaining trick, he may show

his cards ; but he is then liable to have them called. (See Law 11, Three-card Loo.)

A person may at any time examine all his own tricks, but not those of any other, except the last trick that was played.

No one, during the play may declare how many or what trumps are out or in, or what cards have been played.

If any one call *Pam be civil*, when he has no right to do it, that trick may be afterward played over again, and pam be put upon the Ace or King so played.

OF PARTNERSHIP.

There can be no partnership between any two or more persons at the table.

CALCULATIONS.

1. There are 16 blaze cards in the pack, and 36 which are not.
2. There are 13 flush cards of Clubs, and 39 which are not.
3. There are 14 flush cards of Spades, Hearts, and Diamonds, and 38 which are not ; because pam is a flush card to any suit. Consequently,

If you hold 4 blaze cards, and call 1 for a blaze (if the trump is not a blaze card) it is 34 to 12, or about 3 to 1, that you do not obtain it. But if the trump is a blaze card, it is 35 to 11, or about 3 to 1 against you.

If you hold 4 blaze cards, as above, and being dealer, call 2 for a blaze, it is, in the first instance, 34 to 24, or about 3 to 2, against you ; and in the second instance, 35 to 22, or about 5 to 3 against you.

If you hold 4 flush cards of Clubs, and call 1 for a flush (if the trump card is not of the suit you want), it is 37 to 9, or about 5 to 1, that you do not obtain it. But if the trump is of the suit you want, it is 38 to 8, or about 5 to 1, against you.

If you hold 4 flush cards of Clubs, as above, and being dealer, call 2 for a flush, it is, in the first instance, 37 to 18, or about 2 to 1, against you ; and in the second instance, 38 to 16, or about 5 to 2, against you.

If you hold 4 flush cards, of Spades, Hearts, or Diamonds, and call 1 for a flush (if the trump card is not of the suit you want), it is 30

to 10, or about 7 to 2, that you do not obtain it. But if the trump is of the suit you want, it is 37 to 9, or about 4 to 1, against you.

If you hold 4 flush cards, of Spades, Hearts, or Diamonds, as above, and being dealer, call 2 for a flush, it is, in the first instance, 36 to 20, or about 5 to 3, against you; and in the second instance, 37 to 18, or about 2 to 1, against you.

In running for pam, if you call 6 cards, it is 46 to 6, or about 8 to 1, that you do not obtain it: if you call 5, it is 46 to 5, or about 8 to 1: if you call 4, it is 46 to 4, or about 12 to 1 against you; and so on.

OF FLUSHES AND BLAZES.

From the preceding calculations, it appears that the chance of obtaining a blaze, in calling one or two cards, is greater than that of obtaining a flush, in the proportion of about 4 to 3. This alone would render it safer to stand on four blaze, than on four flush cards. But there are other considerations, which make the running for a blaze, in preference to a flush, advisable. In the first place, if you are elder hand, the chance is greatly in favor of your calling a trump; so that unless your four flush cards are trumps, there is no probability of your obtaining a flush: but the elder hand is as likely as any other to call a blaze card. In the second place, a flush is generally composed of low cards. And in the last place, a flush contains only one suit; and, therefore, if you miss of a flush, you have barely the chance of taking a trick in that one suit only; but a blaze is generally composed of high cards in each suit, and, therefore, in running for a blaze, if you should not obtain it, you have nevertheless a great chance of getting safe on one of your four blaze cards.

OF STANDING YOUR HAND.

GENERAL REMARKS.

The game of Pam-loo differs from other games generally played at cards, in one material point; which is, that any person, after examining his hand, may play it or not as he pleases. If he throws up, he neither wins nor loses; if he plays, he must calculate either to win or to lose. From this peculiarity in the game, a coolness

and command of temper is of the utmost importance. It is of less consequence to know how to play the cards well, than it is to know when to stand. and when to throw up.

You cannot be too often reminded to be cautious of standing on a doubtful or indifferent hand. There is very little dependence to be placed on the cards which you may call in; and you had better throw up too often than run imprudent risks. It is in this that the great art of winning consists. A person of a warm and impetuous temper seldom wins, let him know the rules of the game ever so well. If he has been fortunate in standing on a bad hand, he is too confident of future success ;—if he has been unfortunate, he runs greater risks, with the foolish hope that *his luck will turn ;* or he becomes petulant, and stands on a worthless hand, merely from ill humor. Both extremes should be avoided with the utmost caution. A person who has the command of his temper, and is governed solely by judgment and prudence ; who is not too much elated by good fortune, nor too much depressed by bad, possesses a great advantage. He must have an uncommon run of bad luck, if he does not come off winner, even in the company of much better players.

No invariable rules can be given when to stand, or when to throw up. Reference must always be had to the state of the loo. For example, if the loo be limited to twenty counters, and there are five times that amount in the pool, a person will then stand, when he would not if there were only twenty counters in the pool ; because he is sure of losing no more than twenty, and he has the chance of winning a hundred ; and if he takes only one trick, he wins as much as he risks.

In order to know when to stand or not, it is very necessary to keep the run of the cards ; and he who does it, possesses an important advantage over those who do not.

OF STANDING AND CALLING.

ELDER HAND.

There is some advantage in being elder hand, because he has the first call, and is on that account more likely than the rest to obtain trumps ; he will therefore stand with fewer or lower trumps, than would be prudent in the second or third hand. If he have kept the run of the cards, he has particularly the advantage, as he will know,

from the trump card, whether he may expect a good or a bad call, and stand or throw up accordingly.

The following rules are variable by so many different circumstances, that a good player will perceive the impropriety of being always governed by them. They will, however, if attended to, be of service to the inexperienced stranger.

1. Having pam and one trump, run for trumps.

2. Having pam and three blaze cards, run for a blaze.

3. Having pam and three flush cards which are not trumps, run for trumps.

4. Having Ace or King, Queen of trumps, and no other trump, stand, and run for trumps.

5. Having only one trump, and that lower than the Queen, throw up.

6. Having two low trumps, stand, and run for trumps.

7. Having four flush cards, not trumps, and your other card not a high trump, throw up.

8. Having four blaze cards, stand, and run for a blaze.

9. Never stand, unless you can calculate on a flush, or blaze, or a safe hand of trumps.

10. Many of the above rules are founded on the presumption, that one or more cards at the top of the pack being next to the trump card, are trumps; and consequently that the elder hand cannot calculate on any other suit.

SECOND, THIRD, AND FOURTH HANDS.

Though the second, third and fourth hands do not enjoy some of the advantages which we have observed are possessed by the first, or elder hand, yet they have one advantage from which the elder hand is excluded, that of better ascertaining how many are likely to stand. And in this, the third hand has the advantage of the second, the fourth of the third, etc. This knowledge is of considerable importance; for when few stand, you may venture on a much weaker hand than otherwise.

If you are the last (before the dealer), and all before you have thrown up, stand, even if you call five cards, unless you are sure that the dealer will obtain a flush or blaze, or has all the high trumps. As a general rule, never throw up to the dealer. When there are only two that play their hands, it is rare that either of

them is looed, except it be by a flush or blaze. Besides, when few stand, there being but a few out, the pack must be rich, and you are almost certain of a good call.

1. Having pam and one low trump, discard the trump, and call four cards.

2. Having pam and three blaze cards, run for a blaze.

3. Having pam and three flush cards, run for a flush.

4. Having Ace or King of trumps, and no other trump, stand, and run for trumps.

5. Having only one trump, and that lower than the King, throw up.

6. Having Queen, or Knave, and one other trump, stand, and run for trumps.

7. Having two low trumps, throw up. -

8. Having three low trumps, stand, and run for trumps.

9. Having four flush cards, not trumps, and your other card not a high trump, throw up.

10. Having four blaze cards, stand, and run for a blaze.

11. Never stand unless you can calculate on a flush, or blaze, or a safe hand of trumps.

12. Some of the above rules differ from those given for the elder hand, because the second or third hand is not more likely to call trumps than any other suit.

DEALER.

The dealer has the privilege of dealing himself six cards (one of which, at least, is always a trump), and that of calling six others ; and he knows precisely how many at the board will stand. If many stand before him, and he has not a good hand, he will throw up ; but if only one or two stand before him, he will venture on a very poor hand, even though he is obliged to call six cards.

1. Having five or six blaze or flush cards, call one for pam.

2. Having four blaze or flush cards, stand, and run for a blaze or flush, unless the two which you must discard are high trumps, in which case run for trumps.

3. Having only three flush or blaze cards, not trumps, do not run for a flush or a blaze ; nor stand, unless you have other cards to stand on.

4. Having two high trumps, and four flush cards, run for trumps.

5. Having one high trump, even if it be the Ace, and four flush cards, run for a flush.

6. Having one high trump, and three blaze cards, run for a blaze.

7. Having only one or two low trumps, call six cards.

8. Having three low trumps, run for trumps.

9. Having pam and two low trumps, run for trumps.

10. Having pam and one low trump, discard the trump, and call five cards.

11. Having pam and one high trump, run for trumps.

GENERAL REMARKS ON CALLING.

If but few persons stand, as has been before observed, you may safely calculate that few trumps were dealt out, and consequently the calls will probably be rich in trumps. If, on the contrary, an unusual number stand, it is equally certain that nearly all the trumps are out, and the calls will consequently be poor.

If you stand, and know before you have called, that any one has a flush or blaze, do not run for trumps, in preference to any other suit ; but endeavor to get a flush or blaze, as the only thing (except pam) that can save you. If you have three flush or blaze cards, it may be well to run for a flush ; but if you have not, it will be best to call five cards (or six if you are dealer) ; as you not only may possibly call a flush or blaze, but have also a chance of obtaining pam.

If you are dealer, be careful, when it comes to your own turn to call, to mix the trump card with your other cards before you assort your hand, or make your discard ; for sometimes, when you run for a flush or blaze, it will be necessary to throw away your trump card ;—but in such a case, you should be careful to let no one know it.

If you are not dealer, and the dealer should leave his trump card on the table till he has made his call, observe whether that card be included in his discard or not. If it is, you may be sure that he runs either for a blaze or for a flush, in a suit that is not trumps ; and if he do not obtain a flush or blaze, it is almost certain that he has a weak hand.

OF DISCARDING THE DEALER'S SIXTH CARD.

1. If you have one or more trumps, and have a single card of **any**

other suit, discard that single card, unless it be an Ace. Because when that suit is led, you will probably get safe by transposing it.

2. If you have no trump, discard the lowest card in that suit of which you have the most. Because, as you cannot trump, you must endeavor to keep a card in every other suit, that you may have as many chances as possible of getting safe. You will seldom have more than one chance of saving yourself on the same suit.

3. If, however, you have two or three high trumps, and are sure of getting safe, it will be as well not to discard a good card, though it be a single card of any suit. Because, as your high trumps will give you the lead, when all the trumps are out, the high cards of other suits will then be nearly as good in your hand as trumps.

4. Never show the card that you throw out, nor let any one know to what suit it belongs. Because, the conclusion would be, that it was the only card you had of that suit; the elder hand would, of course, avoid leading from that suit ;—whereas it is for your interest that he should lead from it, as you would be almost certain, from being last player, of taking the trick by trumping it.

OF KNOWING THE STATE OF YOUR ADVERSARIES' HANDS.

In order to play with judgment, it is necessary to have some idea of the state of each person's hand. This is to be obtained, partly from the run of the cards, but principally from observing what number of cards each person calls in. Some assistance may be derived from the following observations :

1. If you have been able to keep the run of the cards with tolerable accuracy, you may calculate from your own call, what are the cards which others have called in.

2. If any person call for only one card, he probably had four flush or blaze cards (generally the latter), and it is three to one that they are not trumps ; so that if he does not get a blaze or flush, you may safely calculate that he has not more than one trump : it is three to one that he has none.

3. If any one call for two, he probably had three low trumps ; and it is three to two that he did not obtain another trump.

4. If any person call for three, it is beyond a doubt that he had two trumps, one of which, at least, is a good one ; and it is an equal chance that he called in another trump.

5. If any one call four, he had probably either pam, Ace, or King; and it is about six to five that he called in another trump.

6. The dealer will always stand on a poorer-hand than any other person.

From these calculations you may be able to play in such a manner as to get safe on a weak hand; and you may, from the same knowledge, frequently loo one or two persons more than you otherwise would.

OF PLAYING YOUR CARDS.

In playing your cards, there are three objects which you should always have in view. The first, and principal one, is to get safe. Consequently, if you have not pam, or some other sure card in your hand, you must, in the first place, endeavor to win a trick. The second and next important object, after being safe, is to loo as many persons as you possibly can, even though you lose several tricks by it. This is called playing for the good of the loo, and is invariably practised by generous and honorable players. The third and last is when all are safe, or when there is no chance of looing any one, to win as many of the remaining tricks as possible.

Always recollect what number of cards each person called in, and play accordingly.

ELDER HAND.

If you are elder hand, and have only one or two low trumps (especially if you have but one), lead a trump. For if you should lead from a suit that is not trumps, it is almost certain that it will be trumped by somebody; in which case, the winner will (according to an invariable rule, " as soon as you are safe, play for the good"), lead a trump; and whoever wins that trick will lead another trump, which will bring out both of yours; and as they are low, it is impossible that they should win either of the tricks. Whereas, if you begin by leading a trump, you not only loo a greater number (which is particularly in your favor, as you will deal next), but you bring out the trumps sooner, and by that means have a much better chance of getting safe on some other suit that may be led, of which probably you hold the best card, and which might otherwise be trumped. It is also generally understood, that a person has a good hand when he leads a trump; consequently the other players will not be so likely to endeavor to loo him.

If you have no trump, lead from a suit in which you have no high card ; unless there should be but two or three playing, in which case lead your best card.

If you have Ace and King, call *pam be civil*, and lead the Ace, after which lead your King, and if you have another trump left, lead that.

If you have pam and King, lead pam ; after which lead the King, as the Ace, you being safe, will not be played upon it.

If you have a safe hand, always lead a trump.

If you have the Ace of trumps, and not the King or pam, do not lead your Ace.

If you have pam and no other trump, do not lead pam.

If you have pam and another trump, lead pam ; after which, lead your other trump.

GENERAL RULES FOR PLAYING.

As soon as you are safe, play for the good of the loo.

If you are safe, lead a trump, if you have one ; otherwise, lead your best card.

If a trump be led, and you have Ace and King, say *pam be civil*, and play your Ace ; after which lead your King.

If a trump be led, and you have pam and another trump, play pam ; after which lead your trump.

If a trump be led, and you have pam and no other trump, do not play pam.

If the Ace has been played in a previous trick, and you have King and Queen remaining, lead or play your King, calling *pam be civil*.

If Ace, King, or Queen be led or played, without calling *pam be civil*, put on pam, whether you have another trump or not.

After winning a trick, if you have the best trump in, always lead or play that trump, whether pam be out or not.

Always endeavor to prevent any one that is not safe from winning a trick, especially if you are last player.

It is a general rule, *never to take a winner's lift*, unless all are safe. That is, if you are last player, and the trick belongs to one who is safe, you ought not to waste your valuable cards by taking it. Or if a winner lead or play a card which you know to be the best in, except what you hold in your own hand, you ought to pass the trick. This rule, however, is not to be observed, if you think

that by taking such a trick you can loo a greater number than by passing it.

If you have pam and Queen, with no other trump, and the Ace or King be led or played with the call of *pam be civil*, play pam notwithstanding; after which, lead your Queen, as the King will not be played on your Queen, if the holder have any other trump.

You will do the same, if a person who is safe lead the King, whether the Ace be out or not.

You will do the same, if you have pam and King only, and one who is safe should lead or play the Ace.

If you have the Ace, or the King, or the Queen, with only one or two low trumps, and are not safe, be cautious of playing your high card while the higher ones are in; especially do not lead it, nor play it the second hand.

BRAG.

THIS game is played with an entire pack of cards, which rank as at Whist, except the Knaves and Nines, which are called *braggers*, and rank the same as any cards they may be held with. Thus, an Ace and two Knaves or Nines, or one of each, are called three Aces; a deuce and two *braggers*, three deuces; a King and *one bragger*, two Kings, and so on. The number of players is usually from four to eight. The cards are cast round for the deal and the first *bragger* deals first, and afterwards in succession to the left. The person on the left of the dealer then puts into the pool any sum he pleases, which is called the *ante*. If the next player chooses, he may put in *double* the sum, the third may *double* again, and so each in his turn; but this must be done before the deal commences. The *ante* being paid, three cards are dealt to each player, one by one. Each player, in rotation, having examined his hand, decides whether he will *go in*; if he does, he puts into the pool the amount of the *ante*; if he does not *go in*, he throws up his cards, unexposed, and waits for the next deal. The dealer then gives to each player who *goes in* as many cards from the pack as he discards from his hand, which completes the deal. The eldest hand, that is, the first

8

on the left of the dealer who *goes in*, then begins the play. He must either *brag*, *pass eldest*, or *bolt*; if, on examining his cards, he dares to *brag*, he must put into the pool any sum he pleases (not less than the whole ante), naming the amount; or, he may say, "*I pass*," retaining his cards, and becoming youngest hand; or, if his cards are bad, he may *bolt*, that is, throw up his cards, and forfeit his interest in the pool for that deal. If he *bolts*, the next player becomes eldest, and has the same right, and so on until some one *brags*. None but eldest hand can *pass*. If the elder hand *pass*, the next player must either *brag* or *bolt*. After any player has *bragged*, the rest must either *go it* (by putting into the pool the amount *bragged*, saying, "*I go it*"), or *bolt*; the youngest hand, that is, the last who *goes* the *brag*, may *call a sight*, or return the *brag*; if he *calls a sight*, the cards must be shown in rotation, the player who calls showing last, and the best hand shown wins the pool; if he *returns the brag*, he must put up such sum over the last *brag* as he chooses, and the game goes round again, each player who does not *bolt*, must put up the amount bragged; he who last *goes* any *brag*, has the right to call a *sight* or *return the brag*; and thus the game continues, until a sight is called, or some player brags so high, that all the others *bolt*, when the last bragger wins the pool, be his hand what it may. The game is then continued by a new deal.

The best hand in this game is, a *pair royal*, that is, three cards of one kind, three Aces being better than three Kings, and so on; the next best is a *pair*, two Aces, two Kings, &c.; and then the highest single card. A natural pair royal, which is formed without the aid of braggers, is better than one of the same rank formed with them; thus, three Aces are better than two Aces and one bragger; three deuces are better than two deuces and one bragger; and pairs are governed by the same rule. The Knaves and Nines are of equal rank, except that two Knaves and a Nine, or a Knave and two Nines, are called three Knaves. If two hands of equal strength are shown, the eldest wins. A table is annexed, in which the hands are ranked according to their value. It should be noted, that two Aces and a King are no better than two Aces and a Deuce, as no card is of any value except it makes a pair or a pair royal. You should understand this thoroughly before you begin to play, in order to know in what manner to discard and take in, in forming your hand.

TABLE, SHOWING THE RANK OF THE DIFFERENT HANDS.

Pairs royal.

3 Aces,
2 Aces and 1 bragger,
1 Ace and 2 braggers,
3 Kings,
2 Kings and 1 bragger,
1 King and 2 braggers,
3 Queens,
2 Queens and 1 bragger,
1 Queen and 2 braggers,
3 Knaves,
2 Knaves and 1 Nine,
1 Knave and 2 Nines,
3 Tens,
2 Tens and 1 bragger,
1 Ten and 2 braggers,
3 Nines,
3 Eights,
2 Eights and 1 bragger,
1 Eight and 2 braggers,

Pairs royal.

3 Sevens,
2 Sevens and 1 bragger,
1 Seven and 2 braggers,
3 Sixes.
2 Sixes and 1 bragger,
1 Six and 2 braggers,
3 Fives,
2 Fives and 1 bragger,
1 Five and 2 braggers,
3 Fours,
2 Fours and 1 bragger,
1 Four and 2 braggers,
3 Threes,
2 Threes and 1 bragger,
1 Three and 2 braggers,
3 Deuces,
2 Deuces and 1 bragger,
1 Deuce and 2 braggers.

Pairs.

2 Aces,
1 Ace and 1 bragger,
2 Kings,

Pairs.

1 King and 1 bragger,
2 Queens,
1 Queen and 1 bragger, &c.

OF DOUBLING AND RAISING THE ANTE.

If the *ante* is doubled, the eldest hand having looked at the cards first dealt him, must either *make good* (*i. e.*, put in as much as will make his *ante* equal to the last double) or *bolt*. And all who *go in* must pay the same amount. All the players having either *gone in* or *bolted*, the last doubler has a right to draw half his stake, and throw up his hand.

After the first three cards are dealt, but before *taking in*, the eldest hand having seen his cards, may *raise* the *ante* (unless it has been doubled) by putting in any sum he pleases; and all who *go in* must pay the amount of the whole *ante*.

Observe, that the same rule applies to *doubling* the *ante*, *raising* the *ante*, and *bragging* ; the player who last goes the *double*, *raise*, or *brag*, has the right, in his turn, of increasing either.

LAWS OF THE GAME.

When a player brags so high that all his antagonists bolt, he need not show his hand.

No player shall examine the pack, or the hands bolted, or show them to any player who is bragging.

Nothing can be claimed for a hand bolted or thrown up unexposed.

If the dealer misdeal the first three to each player, he forfeits the amount of the *ante*, and must deal again.

If any player take in more or less cards than he is entitled to, and does not correct it before his cards or any succeeding him are shown, he loses his right in the pool the same as by bolting ; but the game goes on.

If a card is faced in the pack, a new deal may be called.

If a card is shown in dealing, the player to whom it was dealt may refuse it.

No player may *brag* or *go it*, without putting up the amount.

If no person *goes in* to the *ante*, the stake is withdrawn, and the deal passes to the next.

Every player has a right to shuffle the cards ; the one on the right of the dealer must cut them.

No one but the dealer is obliged to tell how many cards he took in, and he is not obliged to tell any player that has made a bet.

DRAW POKER.

DRAW POKER is played with a pack of fifty-two cards, and by any number of persons from two to six. At the commencement of the game the deal is determined by throwing a single card to each player. The lowest card designates the dealer ; the Ace being the lowest, and the King the highest. Every player has a right to shuffle the cards, the dealer last, and after the first hand the deal passes from player to player in regular succession to the left.

The cards are dealt as in whist, one at a time, from right to left, until five cards have been received by each player. Before dealing, the dealer deposits in the pool, an ante, the amount of which is agreed upon previously to commencing the game.

The eldest hand, or "Age" can, if he chooses, go blind at this game; that is to say, he can bet on his hand before the cards are cut for deal. The next player may double the blind, by depositing in the pool, twice the amount of the blind. The succeeding player may straddle it, doubling it again, and so on in the same way. (*See Technical Terms used in Poker.*) Eldest hand alone has the privilege of starting the blind. On seeing his cards and before drawing, each player must, in his turn, either make the blind good, or pass out of the game.

The dealer having given the players their hands, asks each one of them in succession, beginning at the Age, what he will do. A player has a choice of three things. He can draw any number of cards from one to five, previously discarding a like number from his own hand; or retain his cards as they are; or throw them up and go out of the game for that deal. Those, who propose to discard and draw, or stand their hand, must chip before doing so; in other words, must put into the pool a certain amount, or ante, previously agreed on, and which is represented by a counter, technically called a chip.

The dealer inquires of each player in rotation, beginning at the eldest hand, or age, how many cards he wants; and when they have all discarded, but not before, he gives to each the number requested from the pack. The rejected cards are placed in the middle of the table, and cannot be used again for that deal. Unless the ante is limited, any player may bet or raise the pool, previous to drawing, as high as he pleases, and each of the other players must see and go better, or call the bet, or resign his chances for the pool by throwing up his hand.

For example: A, B, C, and D are playing; D being dealer; upon raising his hand, and before drawing, B, who is to the left of Age, (A,) seeing that he has a good pair, bets five chips; C sees B's bet and D does the same; A, whose turn it now is to say what he will do, sees the amount bet by B, and goes five chips better; B, C, and D, have now five chips each, and A has ten chips in the pool. B has the choice of three things; he may call A, or he can

see him the extra five chips and go as many better as he chooses—
or he may decline to do either and pass out of the game for that
hand.   We will suppose that he does the first, and deposits five
more chips in the pool; it now passes to C, who has the same
choice as B, and, for the sake of illustration, we will suppose that
he sees A's five and goes ten chips better, depositing fifteen chips
more in the pool.   D has the next say, and, having a weak hand,
passes out of the game.   A calls C, putting ten chips in the pool.
B, putting up his ten chips, also calls C, and thus each have the
same amount in the pool.   The dealer then proceeds to serve cards
to all the players who have not already passed out.   Now, suppos-
ing that A does not call C, but runs over his bet, then B can either
call, pass, or go better; C having, in his turn, the same option.   If
B and C both pass, then A takes the pool without showing his
hand; in this latter case, the deal is ended.   But under any other
circumstances, after the players have all drawn to their hands, and
been regularly served by the dealer, the betting again commences
and is conducted precisely as in the preceding example; and if a
call is made, the best Poker hand captures the pool.   We would
here remark that when a bet is made, chips to the amount of the
bet must be deposited at once in the pool.   In serving the hands,
after the discard, should the dealer give a player a larger or small-
er number than the latter has demanded, he must rectify the mis-
take by drawing the surplus card or cards from the hand, or mak-
ing up the deficiency from the pack, as the case may be, *provided*
the player announces the error before he raises his cards; failing
to do this he must stand out of the game for that deal.   Cards
accidentally exposed in dealing, are placed at the bottom of the
pack.   At Straight Poker, any player may pass with the privilege
of coming in again, if no bet has been made before he passes; but
in Draw Poker this privilege is reserved to the Age, who has the
last say.   Sometimes all the players pass without chipping, in
which case the deal passes to the eldest hand, who puts up an ante
for the deal.   When a player in his turn, brags or bets, his op-
ponents must either cover his bet and call upon him to show his
hand, or go better, or pass out of the game.   If the player who
brags, is neither called nor over-bet by any of his antagonists, he
wins the pool without showing his hand.   If called, he exhibits

his cards ; the caller then does the same and the best hand takes the pool.

When there is no limit to the game, it frequently happens that a player with great nerve and a long purse, will bet so high on indifferent cards, that the confidence of his adversaries is shaken, and they abandon their hands. This is called "bluffing."

When a player who brags is over-bet by an opponent, and cannot cover the additional sum, he can put down all the funds he has and call for a show of hands for that amount. Sometimes the highest hands shown are of identical value ; in which case the pool is divided equally between the parties thus tied. Where ties occur in pairs, the best hand is decided by the value of the other cards ; for example, a hand consisting of a pair of Tens and a Nine, Knave and King, would be beaten by a pair of Tens and a Knave, Queen and King. If all the players pass, up to the Age, the latter takes the pool and the deal ends.

TECHNICAL TERMS USED IN POKER.

Age.—Same as Eldest Hand.

Ante.—The stake deposited in the pool by the dealer, at the beginning of the game. At Straight Poker each player puts up an Ante.

Blind.—The eldest hand has the privilege of making a bet before he raises his cards ; this bet is usually limited to a few chips, and is called "going blind." The blind may be doubled by the player to the left of the eldest hand, and the next player to the left may at his option *straddle* this bet ; and so on, including the dealer ; each player doubling. The Age alone has the privilege of starting the blind, and if he does, any player refusing to straddle, debars those after him from doing so. When the Age declines to go blind, he is sometimes permitted to delegate his privilege to the the next player ; this, however, must be agreed upon previous to beginning the game. As misunderstandings occasionally occur between Draw Poker players on the subject of blinds, it may be as well to give an illustration here. A, B, C and D are playing, A is dealer. Before the cards are cut, B, the eldest hand, goes a chip blind, which is covered with two chips by C ; C's bet is straddled with four chips by D, and D's with eight chips by the dealer.

Upon seeing their hands, but previous to drawing, the players declare what they will do, in the following order : B, having gone blind, and the rest of the players having straddled, has the first say, and, after making the blind good, may raise it at will, provided he keep within the limit of the game. If he makes good he must put up fifteen chips in addition to his first deposit ; and C and D fourteen and twelve chips respectively. If A then chooses to respond, he must put up eight chips in order to make good ; thus equalizing the stakes in the pool.

The player next to the last straddler always has the first say. Thus, if, as in the preceding example, C has straddled, and D does not double it, then D has first say, being the next player to C, the last straddler ; and, having received his cards, and before discarding, must declare whether he will make the blind good or throw up his hand. If he makes the blind good, he has the privilege of raising it as much as he pleases within the limit of the game. Any player after making good, may raise the blind, and the other players must make the amount good, or throw up their hands. Any player declining to see the blind, forfeits his chance for the pool. When the pool is equalized, the dealer helps the players to as many cards as they each may discard and demand.

Bluffing off.—When a player with a weak hand bets so high that he makes his opponents believe he has a very strong hand, and they are deterred from "*seeing*" him, or "going better."

Brag.—To bet for the pool.

Call.—To call a show of hands, is for the player whose *say* is last to deposit in the pool the *same* amount bet by any preceding player, and demand that the hands be shown.

Chips.—Counters representing money, the value of which should be determined by the players at the beginning of the game.

Chipping, or to Chip.—Is synonymous with betting. Thus a player, instead of saying "I bet," may say "I chip" so much.

Double-Header.—In Straight Poker, when all the players "pass," and decline to enter for the pool, or when a misdeal occurs, the stakes must be *doubled*, and the deal passes to next player.

In Draw Poker, when all the players pass without chipping to fill their hands, the next player must deposit a chip for the deal. This contingency very seldom occurs.

Discard.—Taking one or more cards from your hand and placing them in the centre of the table, face downwards.

Draw.—To discard one or more cards, and receive a corresponding number from the dealer.

Eldest Hand, or Age.—The player immediately at the left of the dealer.

Filling.—To match, or strengthen the cards to which you draw.

Foul Hand.—A hand composed of more or less than five cards.

Flush.—Five cards of the same suit, as five Hearts or five Spades.

Fours.—Four cards of the same denomination.

Full.—Three cards of the same denomination, and a single pair.

Going Better.—When *any* player makes a bet, it is the privilege of the *next player to the left to raise him*, or run over it, that is, to deposit in the pool the amount already bet by his adversary, and make a still higher bet. In such a case it is usual to say: "I see you, and go so much better," naming the extra sum bet.

Limit.—A condition made at the beginning of a game, as to the amount that may be bet on a hand.

Pair.—Two cards of the same denomination, as two Kings.

Pass.—"*I pass,*" is a term used in Draw Poker, to signify that a player throws up his hand. In Straight Poker, any player may pass and come in again, provided, no other player has previously made a bet. In Draw Poker, the Age only, has that privilege.

Raising a Bet.—The same as going better.

Royal Flush.—A Straight or Sequence, all of the same suit, as Ace, Deuce, Trey, Four and Five of Diamonds.

Say.—When it is the turn of any player to declare what he will do, whether he will *bet*, or *pass* his hand, it is said to be his *say*.

Seeing a Bet.—To bet as much as an adversary.

Sequence.—Five cards following in regular numerical order of denomination, without regard to suit, as King, Queen, Knave, Ten and Nine.

Sight.—Every player is entitled to a "sight for his pile," and when a player makes a bet, and his opponent bets higher, if the player who makes the first bet has not funds sufficient to cover the bet made by his adversary, he can put up *all* the funds he may have and *call* a show of hands for that amount.

Straddle.—See Blind.

Straight.—The same as Sequence.

Straight Flush.—The same as Royal Flush.

Triplets.—Three cards of the same denomination, as three Aces.

Threes.—Same as Triplets.

THE LAWS OF DRAW POKER.

OF CUTTING AND DEALING.

1. The game of Draw Poker is played with a pack of fifty-two cards.

2. At the outset of the game, the deal is determined by throwing around one card to each player, and the player who gets the lowest card, deals.

3. In throwing for the deal, the Ace is lowest and the King highest. Ties are determined by cutting.

4. After the first hand is played, the deal passes from right to left it regular succession, and each player takes the deal in turn.

[In Straight Poker, the winner of the pool deals.]

5. The cards must be shuffled above the table; each player has a right to shuffle the cards, the dealer last.

6. The player at the right of the dealer cuts the cards.

7. Five cards must be dealt to each player, one at a time, commencing with the player to the left of the dealer, and, if a card is faced in the pack, a new deal may be demanded.

8. If a card be accidentally exposed by the dealer while in the act of dealing, the player to whom such card is dealt *must* accept it as though it had not been exposed. (See Law 25.)

[This rule does not apply when a card is faced in the pack.]

9. If a card be faced in the pack, a new deal must ensue, and the dealer must deal again.

10. If the dealer gives to himself or either of the other players *more* or *less* than five cards, and the player receiving such a number of cards discovers and announces the fact *before* he raises his hand, it is a misdeal, and the dealer must shuffle and deal the cards again.

11. If the dealer gives to himself or either of the other players more or less than five cards, and the player receiving such a number of cards *raises* his hand before he announces the fact, no mis-

deal occurs, and he must stand out of the game until the next hand.

OF THE VALUE OF HANDS.

12. The hands count by Pairs, by Two Pairs, by Triplets, by Flush, by Full, and Fours.

One Pair.—Two cards of the same denomination. For example: Two Deuces are the lowest, and two Aces are the highest pairs. The pair may be of any color.

Two Pairs.—Two pairs of different cards in the same hand count next to a single pair. Aces and Kings are the highest, and Deuces and Treys are the lowest two pairs.

A Straight, a Sequence, or Rotation is five cards following in regular order of denomination, as Ace, Deuce, Trey, Four, and Five, and the cards may be of different suits; a Straight will beat Triplets. In a Straight the Ace plays both ways, but its value is different. When with the King, Queen, Knave and Ten, it makes the highest Straight; when with Deuce, Trey, Four and Five, the lowest.

[Straights are not considered in the game, although they are played in some localities, and it should always be determined whether they are to be admitted at the commencement of the game. In some coteries a Royal, or Straight Flush, outranks four cards of the same denomination; but this, like all other modifications not strictly legal, must be agreed upon before commencing the game.]

Triplets are three cards of the same denomination, and rank higher than two pairs. For example: Three Deuces beat a pair of Aces and Kings.

A Flush is five cards all of the same suit, and beats three Aces. Should it so happen that two Flushes are dealt in the same deal, the winning hand must be decided by the denomination of cards composing the Flush. Thus, a Flush, with an Ace highest, would beat a Flush with King highest. In the Flush, the Ace counts both ways, as in the Straight. Ace with King, Queen, Knave and Ten, will beat Ace with Deuce, Trey, Four and Five, and the latter is the lowest Flush that can be held.

Full Hand is three cards of the same denomination, and a single pair. A Full ranks higher than a Flush; for example: Two Deuces and three Treys will beat a Flush.

Four of the same denomination is the highest combination of the cards in Poker, and four Deuces will beat a full hand of Aces

and Kings. Therefore, the only certain winning cards are four
Aces, or four Kings and an Ace.

[It is strongly urged by some players, that the strongest hand at Draw Poker should
be a *Straight, or Royal Flush*, for the reason that it is more difficult to get than four of
a kind, and removes from the game the objectionable feature of a known invincible
hand. It is *impossible* to tie four Aces or four Kings and an Ace, but it is *possible* for
four Straight Flushes of the same value to be out in the same deal. No gentleman
would care to bet on a "sure thing," and we therefore think the Straight Flush should
be adopted when gentlemen play at this game. When none of the above hands are
out, the best is determined by the rank of the leading cards, thus: Ace, King and
Deuce will beat Ace, Queen and Knave, or a hand led by the Ten will beat a hand led
by the Nine.

13. If, upon a *call* for a show of hands, it occurs that two or
more parties interested in the call hold hands identical in value,
then the parties thus tied must divide the pool, share and share
alike, provided, no party likewise interested should hold a hand
superior in value. Where ties occur in pairs the best hand is de-
cided by the value of the other cards.

OF PASSING.

14. The eldest hand (*age*) has the privilege of passing once, and
afterwards coming into the game again to brag.

[After the ceremony of the deal has been concluded, the player who is eldest hand,
says: "My Age," which signifies he passes. No other player has this privilege at the
game of Draw Poker, but the reverse of this rule applies when playing Straight Poker,
and at that game *any* player may pass with the privilege of coming in again, *provided*
no player preceding him has made a bet.]

15. Should the eldest hand, or age, and the other players chip
to fill their hands, and after all the hands are full should the play-
ers all pass, then the pool is forfeited to the eldest hand.

16. Should all the players pass without chipping to fill their
hands, the deal passes to the eldest hand, who must put up another
ante for the deal.

17. If a player pass or throw up his hand, and afterwards
discover that he has a winning hand, or if he throw up his hand,
and afterwards discover that his opponent has a foul hand, he
cannot come in the game again during that hand, but must relin-
quish all claim to the pool.

[*Case.*—A, B, C and D are playing, D, deals, A is age ; B bets one chip ; C passes ; D
bets one chip ; A passes ; D, not knowing that B has bet, throws up his hand, and
commences to take in the pool ; B then claims that he has bet, and is entitled to the
pool, but, upon showing his hand has six cards ; D then claims the pool because B's

hand is foul. *Decision.*—B wins the pool; D having thrown up his hand has nothing to show, otherwise B would lose as a foul hand. See Law 33.]

OF DISCARDING AND DRAWING.

18. After the deal has been completed, each player may discard from his hand as many cards as he chooses, and call upon the dealer to give him a like number from those remaining in the pack; or he may throw up his whole hand and call for a fresh one.

19. Previous to receiving fresh cards from the pack, each player must place in the centre of the table the discarded ones, which cannot again be taken in hand under any circumstances.

[*Case.*—A, B, C, and D are playing Draw Poker. D is dealer. They have all drawn, and D lays off one card, and then takes up his hand and finds he has a full; he does not take the card, but bets for the pot with his contented hand. Has D the right to bet his hand as he did; or is he, because he laid that card off, obliged to take it? *Decision.*—The dealer must take the card he has laid off.]

20. Before discarding and drawing from the pack, each player must chip in the pot or pool for the privilege of drawing.

21. The eldest hand must discard first, and so in regular rotation round to the dealer, who discards last, and all the players must discard before any party is helped.

22. Any player, previous to raising his hand or making a bet, may demand of the dealer how many cards he drew, and the latter must reply correctly. By raising his hand or making a bet, the player forfeits the right to inquire, and removes the obligation to answer.

23. Should the dealer give any player *more* cards than the latter has demanded, and the player discovers and announces the fact before he raises his cards, the dealer must withdraw the superfluous cards and restore them to the pack. But if the player raise the cards before informing the dealer of the mistake, he must stand out of the game during that hand.

24. Should the dealer give any player fewer cards than the latter has discarded, and the player discovers and announces the fact previous to lifting the cards, the dealer must give the player from the pack sufficient cards to make the whole number correspond with the number originally demanded. If the player raises the cards before making the demand for more, he must stand out of the game during that hand.

25. If a player discards, and draws fresh cards to his hand, and while serving him the dealer exposes one or more of the cards, the

dealer must place the exposed cards upon the bottom of the pack, and give to the player a corresponding number from the top of the pack.   (See Law 8.)

[*Case.*—A, B, C, and D play at Draw Poker. A deals, and B chips, and asks for three cards. While helping him, A accidentally turns up one of the three cards. Has B the privilege of electing whether to accept or decline the card thus exposed ? *Decision.*—B has no choice in the matter, and cannot receive the card. If this rule prevailed, B might accept the card if it was of the suit or denomination he desired, or decline it, if of no value in filling his hand, and thus have two chances, which would be a manifest injustice to the other players.]

OF BETTING, CALLING AND SHOWING.

26. Previous to drawing from the pack, or after the hands are filled, any player in his proper turn may bet or raise the pool as much as he chooses, provided there is no limit to the game. Should the game, however, have a limit, no player can bet more than the sum agreed upon as the limit at the commencement of the game.

27. Should any player in his regular turn brag or bet any sum within the limit of the game, his opponents must call him, go better, or pass out of the game.

28. When a bet is made, chips for the amount must be deposited in the pool.

29. Should a player call an opponent, both parties must show their hands, the caller last, and the best Poker hand wins.

30. When a player brags, and his opponents decline to call him or go better, he wins the pool, and cannot be compelled to show the value of his hand.

31. When a player is called, he must show all the cards in his hand to the board.

32. Upon a show of hands, a player who miscalls his hand, does not lose the pool for that reason, for every hand shows for itself. (See Law 17.)

33. Any player betting with more or less than five cards in his hand, loses the pool, unless his opponents all throw up their hands before discovering the foul hand. If only one player is betting against the foul hand, that player is entitled to the ante and all the money bet; but if there are more than one betting against him, then the best hand among his opponents is entitled to the pool.   (See Law 17.)

34. When a player makes a bet, and his opponent bets higher, if the player who makes the first bet has not funds sufficient to

cover the bet made by his adversary, he can put up *all* the funds he may have and *call* a show of hands for that amount.

[If the player calling for a show of hands has the best one, he wins the ante, and an amount from each player who bets over him, equal to the sum that he himself has bet. The next best hand is entitled to the balance of the bets, after settling with the caller.]

OF THE BLIND.

35. None but the eldest hand (Age) has the privilege of going a blind. The party next and to the left of the eldest hand may double the blind, and the next player straddle it, the next double the straddle, and so on until the same reaches the dealer. (See Terms used in Poker, page 175.)

36. A player cannot go *blind* after the cards are cut. Should the eldest hand go *blind*, the other players must make the blind good before they draw to their hands, or else pass out of the game.

37. A player cannot straddle a blind and raise it at the same time, nor can any player raise a blind before the cards are dealt.

38. After the deal, any player after making the blind good, may raise it as much as he chooses within the limit of the game.

39. Any player who declines to straddle a blind, debars those who come after him from doing so.

STRAIGHT POKER.

STRAIGHT POKER, or Bluff, as it is sometimes called, is played with a pack of fifty-two cards. The game is governed by the same rules as Draw Poker, and differs from the latter game in the following particulars only:

I. The winner of the pool has the deal.

II. Each player anties before the cards are cut for the deal.

III. Any player may pass with the privilege of coming in again, provided no player *preceding* him has made a bet.

IV. No player is permitted to discard, or draw any cards.

V. When all the players pass, the eldest hand deals, and each player deposits another ante in the pool, thus making what is termed a "double-header." When a misdeal occurs the rule is the same.

To avoid confusion, and prevent misunderstanding, instead of each player depositing an ante before the cards are cut, it is usual for one of the players (at the commencement of the game, the dealer,) to put up a sum equal to an ante from each, thus: if

four are playing and the ante is one chip, the dealer puts up four chips, and passes the *buck*, *i. e.*, a knife or key, to the next player at his left. When the next deal occurs, the player having the buck puts up four chips, and passes the *buck* to his next neighbor, who in turn does the same, and so it goes round as long as the game continues. Straight Poker is but seldom played, having been superseded by the Draw game.

WHISKEY POKER.

This is a neat variation of Draw Poker, and is a most amusing game. Each player contributes one chip to make a pool, and the same rules govern as at "draw," except that the strongest hand you can get is a straight flush. Five cards are dealt to each player, one at a time, and an extra hand is dealt on the table, which is called the "*widow*." The eldest hand then examines his cards, and, if in his judgment his hand is sufficiently strong, he passes. The next player then has the privilege of the widow, and for the purpose of illustration we will suppose he takes it; he then lays his discarded hand (that which he relinquishes for the widow) face up in the centre of the table, and the next player to the left selects from it that card which suits him best in making up his hand, and so on all around the board, each player discarding one card, and picking up another, until some one is satisfied, which he signifies by knocking upon the table. When this occurs, all the players around to the satisfied party have the privilege of one more draw, when the hands are shown, and the strongest wins. If any player knocks before the widow is taken, the widow is then turned face up, and each player from him who knocks has but one more draw. Should no one take the widow, but all pass to the dealer, he then turns the widow, and all parties have the right to draw until some one is satisfied.

STUD POKER

Is the name of a game which, in all essential particulars, is like the other Poker games, and is subject to the same laws, and mode of betting, passing, etc. It is played in this manner:

Five cards are dealt, one at a time—the first dealt, as usual, face down, all the others face up, the higher pair, or best hand, winning, as at "draw." To illustrate, suppose the dealer's four cards

as exposed, are a King, Four, Seven, and a five; and his opponent's a Queen, Ten, Six, and Nine—the dealer's hand in sight, is the better hand, but the call being made, and the unknown cards turned over, the non-dealer shows an Ace, and his opponent an Eight; of course the dealer loses.

BOSTON.

AMERICAN BOSTON is played by four persons with two packs of fifty-two cards each, which rank as at Whist; one pack is used for the deal, and the other is employed to determine the trump, as will be explained hereafter. Previous to commencing the game, the players agree upon the value of the checks or counters to be used in the game. For the purpose of more clearly explaining this matter, we will suppose the checks to be *red* and *white*, the former representing one dollar, and the latter ten cents each. The value of the checks may differ, but the red checks should always be in value equivalent to ten white checks. After the deal has been determined by cutting, the dealer distributes the whole pack, beginning with the player at his left, and going regularly around in the same direction, giving every player four, then four again, and lastly five each, thus giving each player thirteen cards. The cards are only *shuffled once*, at the commencement of the game; after that they are simply cut once by the player at the right of the dealer, otherwise it would be next to impossible to keep the suits sufficiently together to get a hand strong enough to bid upon. While one pack is thus being dealt around, the player opposite the dealer should cut the other pack, and turn up the top card for trump, and the *suit* thus turned up is called *First Preference*; the *suit* the same *color* as *First Preference*, whether red or black, is called *Second Preference*; and the other *two* are called common suits. The deal passes to the eft, and the packs are used alternately for that purpose. After the cards have been dealt, it is the privilege of the eldest hand to say first what he will do; whether he will *bid* or *pass*. Should he think he can make five tricks or more, he will say, "*I play Boston;*" if otherwise, he will say, "*I pass.*" If the eldest hand bid Boston, he may do so in any suit; but if a player following him also bid Boston, it is understood that the second player *must* play Boston "*in color,*" that is, with *either* of the suits the same color as trump.

Should a third or the dealer also bid Boston, he *must* play it *in trump*, *i. e.*, first preference. Thus : we will suppose the eldest hand bids Boston, the next also bids Boston, it is then understood that the second bidder will play *in color* ; if a third bid Boston, it shows that he will play *in trump* ; but we will, for our purpose, suppose that the third player and the dealer pass, and do not bid Boston or *over it* ; then when it comes the turn of the eldest hand again, if he determine to play *in color*, he will say, " *I keep*," and if the second player does not wish to relinquish his bid, he says, " *I keep over you*,' which indicates that he will play Boston *in trump*, and the others must yield to him the privilege, unless they engage to win *six or more* tricks with any *suit for trump*, or play a *Misère (to lose every trick)*. These declarations will all supersede that of Boston simply, and by engaging to accomplish *more*, the elder hand may, as at *Quadrille*, supersede the younger. When a player makes a bid, and another player bids over him, the first has the privilege of *increasing* his bid to whatever he may think he can achieve. If a player bid *six* or *more* tricks, any player following him, and also bidding the *same* number, must play *in color* or *in trump* precisely the same as in the bid of Boston. Should the eldest hand *pass*, the second or third hand or the dealer may proceed as the eldest hand. Should all pass except *one* player, he, having bid Boston, may play it in *any* trump of his *choice*. If *all pass*, the cards must be thrown up, and dealt by the player to the left of the former dealer, and each player must deposit a *red check* in the pool which goes to the fortunate winner of the next bid. When a player passes his hand, he cannot come in the second time, but must relinquish his right to bid until the next deal.

When a *Misère* is bid and played, there is no trump during that hand ; and when the player bidding a Misère is forced to take a trick, his hand is "*played out*," and after settlement is made, a new deal commences. It is hardly necessary to say, that the players opposing the Misère all scheme to force the bidder to take a trick, and that the play is entirely reversed from what it would be if *Boston* or an *Independence* were bid. Under the head of *technical* terms, page 185, the four varieties or modifications of Misère are explained. If a player is successful in achieving all or more than he undertakes, he wins, and must be paid according to Table I., on page 187 ; but if he fails to accomplish what he engages to do, he must pay in proportion to the tricks he falls *short* of completing his bid ; thus :

if he bids Boston, and only takes four tricks, he is said to be "*put in*" for one trick, and forfeits eleven white checks to each of the other three players; if he is "*put in*" for two tricks, he pays twenty-one white checks to each; this is all made very plain by Table II., page 188.

When any player makes a bid, the others all play against him, and endeavor to "put him in" for as many tricks as possible. The game proceeds as at Whist, and the tricks are taken precisely as at that game. Each player *must* follow suit, if he can, but if he cannot, then it is optional to trump or throw away a card of another suit. Boston is a game which requires considerable skill to play well, but a good Whist player can soon master the points in the game with a little practice. We would recommend any novice who desires to become familiar with Boston, to study the treatise on Whist, already given in another part of this work.

TECHNICAL TERMS USED IN BOSTON

Boston.—To get five tricks.

First Preference.—Trump the same suit as the card turned up on the pack.

Second Preference.—Trump the same color, but not the same suit as the card turned up on the pack.

Common Suit.—Trump of a different color from the card turned up on the pack.

Independence.—When a player agrees to name a trump and take more than *five* tricks; thus, when a player bids six tricks, it is termed an *Independence of six;* when he bids seven tricks, it is called an Independence of seven; and so on up to an Independence of thirteen, which is also called Grand Slam.

Petit Misère.—To lose the whole twelve tricks after having discarded a card which is not to be shown. *When any of the different Misères are bid, there is no trump during that hand.*

Grand Misère.—To lose every trick without discarding a card.

Petit Misère Ouverte.—To discard a single card, expose your hand, and lose the twelve tricks.

Grand Misère Ouverte.—To lose every trick without discarding after having exposed your hand.

Grand Slam.—To win every trick.

Eldest Hand.—The first player to the left of the dealer.

In Color.—Same color as trump.

I Keep.—An expression which signifies that a player will play *in color.*

I Keep over you.—Signifies that the player using that expression will play it *in trump.*

Revoke, or Renig.—Playing a different suit from the card led, though it is in the player's power to follow suit.

White Check, or Counter.—An ivory or bone token representing a certain coin as may be agreed upon, usually a decimal part of a dollar.

Red Check.—An ivory or bone token, equivalent to ten white checks.

RANK AND ORDER OF THE BIDS.

The following exhibits the different bids in the consecutive order which they rank or supersede each other :

1. BOSTON. Common suit,   trump ⎫
2. BOSTON. Second Preference, "   ⎬ *Five Tricks.*
3. BOSTON. First Preference,   " ⎭
4. INDEPENDENCE of six tricks, any suit trump.
5. INDEPENDENCE of seven tricks,   "   "
6. PETIT MISERE,   "   "
7. INDEPENDENCE of eight tricks,   "   "
8. GRAND MISERE,   "   "
9. INDEPENDENCE of nine tricks,   "   "
10. INDEPENDENCE of ten tricks,   "   "
11. PETIT MISERE OUVERTE.
12. INDEPENDENCE of eleven tricks,   "   "
13. GRAND MISÉRE OUVERTE.
14. INDEPENDENCE of twelve tricks,   "   "
15. GRAND SLAM, thirteen tricks,   "   "

It will be seen by the above list of bids, that in bidding *Boston*, the first preference takes precedence of second preference, and that the latter outranks a *common suit* for trump. A bid of six (*with any suit* in the choice of the player *for trump*), will supersede *Boston*, and so on, the highest bid being *Grand Slam.* But if two or three bids are made, for six tricks or more, the bids in color supersede the bids in common suits. It will also be observed that Petit Misère

takes precedence of seven tricks, Grand Misère outranks eight tricks, Petit Misère Ouverte supersedes ten tricks, and Grand Misère Ouverte eleven tricks. It is seldom, however, that a player gets a hand that will warrant him in playing a Misère.

TABLE I.—SHOWING THE NUMBER OF WHITE CHECKS, OR THEIR EQUIVALENT, TO BE PAID TO ANY PLAYER TAKING THE NUMBER, OR MORE THAN THE NUMBER, OF TRICKS BID.

Tricks bid, and to be taken by the Player.	Tricks taken by the Player making the Bid.												
					5.	6.	7.	8.	9.	10.	11.	12.	13.
...... 5.......	....	....	....	....	12	12	13	13	14	14	14	15	15
...... 6.......	....	....	....	....	....	15	16	16	˙17	18	19	20	20
...... 7.......	....	....	....	....	....	....	18	20	21	22	23	24	26
...... 8.......	....	....	....	....	....	....	....	23	24	26	28	29	31
...... 9.......	....	....	....	....	....	....	....	....	32	34	36	39	41
......10.......	....	....	....	....	....	....	....	....	....	42	45	48	52
......11.......	....	....	....	....	....	....	....	....	....	....	63	68	72
......12.......	....	....	....	....	....	....	....	....	....	....	....	106	114
......13.......	....	....	....	....	....	....	....	....	....	....	....	....	166

The above table shows the number of *white checks* to be paid to any player making a successful bid. We will suppose that a player has bid *Boston*, and that he takes five tricks. In order to find the number of *white checks* each player must pay him, it is only necessary to find the figure 5 in the column of figures at the *left* of the table, representing the number of tricks bid; then find the figure 5 in the row of figures at the top of the table, which represents the tricks taken by the player, and under it we find 12, showing that each player must pay the winner 12 white checks. In the same way we find that, if he bids Boston, and takes seven tricks, the other players must pay him 13 white checks each; or if he bids an Independence of eight tricks, and takes eight tricks, the other players must pay him 23 white checks each.

TABLE II.—SHOWING THE NUMBER OF WHITE CHECKS, OR THEIR EQUIVALENT, TO BE PAID BY ANY PLAYER FAILING TO TAKE ANY, OR ALL, OF TRICKS HE BIDS TO TAKE.

Tricks bid by the Player.	Tricks which the Player is "Put in for."												
	1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.
...... 5.......	11	21	31	41	50	....	....	....	....	....	....	....	....
...... 6.......	15	24	35	45	55	66	....	....	....	....	....	....	....
...... 7.......	19	29	40	50	60	72	82	....	....	....	....	....	....
...... 8.......	23	34	46	56	67	78	89	110	....	....	....	....	....
...... 9.......	33	44	57	68	80	92	103	115	127	....	....	....	....
......10.......	44	56	70	82	94	107	119	132	145	157	....	....	....
......11.......	67	80	95	109	123	138	151	165	180	194	208	....	....
......12.......	113	130	148	165	182	200	217	234	252	270	286	304	....
......13.......	177	198	222	241	262	284	305	326	348	369	390	412	433

The column of figures at the *left* of the above table shows the number of tricks bid by the unsuccessful player, and the top row shows the number of tricks he is "*put in for.*" To ascertain what the bidder must pay each of the other players, first find the number he has bid, and run your finger to the *right*, and under the number of tricks he is "put in for," you will find the number of *white checks* he is compelled to pay each of the other three players. For example : suppose a player bids Boston (5 tricks), and is put in for one trick, we first find the figure 5 in the column to the left ; and under the figure 1, in the top row, we find 11, showing that he must pay each of the other players 11 *white checks.* In the same way we ascertain, that if a player bid eight tricks, and is "put in" for three tricks, he must pay each player 46 *white checks.*

WHAT THE FOUR MISÉRES WIN OR LOSE.

If a player wins PETIT MISERE, each of the other players pay him 20 white checks.

If a player loses PETIT MISERE, he pays each of the other players 20 white checks.

If a player wins GRAND MISERE, each of the other players pay him 40 white checks.

If a player loses GRAND MISERE, he pays each of the other players 40 white checks.

If a player wins PETIT MISERE OUVERTE, each of the other players pay him 80 white checks.

If a player loses PETIT MISERE OUVERTE, he pays each of the other players 80 white checks.

If a player wins GRAND MISERE OUVERTE, each of the other players pay him 160 white checks.

If a player loses GRAND MISERE OUVERTE, he pays each of the other players 160 white checks.

LAWS OF THE GAME OF BOSTON.

1. The deal is determined by cutting, the player cutting the lowest card being entitled to the deal. All ties cut over, and at *least* three cards must be detached from the pack to constitute a valid cut.

2. At the commencement of the game, the pack to be dealt *may* be shuffled by any of the players, the dealer being entitled to shuffle last, but in *all* subsequent deals, the pack shall merely be cut, it being the privilege of all the players to cut *once* before the cards are dealt.

3. The deal is performed by the distribution of *four* cards at a time, for *two* rounds, and *five* cards on the last round, commencing with the player on the dealer's left hand, thus giving each player thirteen cards. The cards are dealt in this way to keep the suits together.

4. The dealer is not at liberty to touch the cards on the table to ascertain how he has disposed of them, but he may count those undealt to see how many remain in his hand.

5. Should the dealer make a misdeal, he does not lose his deal, but *must* deposit a *red* check in the pool, and deal anew. This law holds good in all cases except when the pack is faulty, or either of the other players have touched their cards during the deal.

6. The trump is determined thus :—While the cards are being distributed by the dealer, the player immediately opposite to him cuts a second pack, and turns up the *top* card which is trump, and is called *first preference*.

7. The deal passes to the *left*, and the pack used for the deal and the other pack must be alternately used for that purpose.

[It will be seen by this law, that the pack which has been employed to determine the trump, is distributed in the subsequent deal; and the pack previously used for the deal, is resorted to, to determine trump.]

8. When a player *passes his hand*, he cannot afterwards, during that deal, come in and bid, but must relinquish that privilege until the next deal, unless he choose to play a Misère.

9. When the eldest hand makes a bid of five or more tricks, and another player bids the *same number* of tricks, the eldest hand may bid over him, or abandon his bid, and in the latter case the younger hand *must* play his bid *in color*.

10. When a player has made a bid, and all the other players *pass*, the party so bidding may name any suit he chooses for trump.

11. Should it occur in any deal that all the players pass, the cards must be bunched, and a new deal ensues, and each player must deposit a *red* check in the pool which goes to the winner of the next bid.

12. Each player must follow suit if possible, and if a suit is led and any one of the players having a card of the same suit shall play one of another suit to it, and the trick has been turned and quitted, that constitutes a revoke; but the error being discovered before the trick is quitted, or before the party having so played a wrong suit shall play again, the penalty only amounts to the card being treated as "exposed," and being liable to be called.

Having discovered before the trick is turned that you have revoked, you must take up your card, and play suit, and the card you have exposed may be called.

13. When a revoke has been made by a player making a bid, if it be discovered before the hand is played out, he is *put in* for one trick certain, and as many more as he is short of accomplishing his bid, provided the hand is played to its conclusion. In addition to this, he must deposit four red checks in the pool, which goes to the winner of the next pool.

[It is not usual to play out the hand after a revoke has been detected. The custom is, to accept from the bidder payment for one trick upon his bid, and the additional deposit of four red checks.]

14. When a revoke is made by any player opposed to the bidder, each of his colleagues shares the offence with him, and each must pay the bidder the amount of his bid whether the latter would have been successful or not; and, in addition, the player who actually made the revoke must deposit four red checks in the pool, which go to the winner of the next bid.

15. Should either of the players opposing the bidder *lead* a card out of turn, upon the demand of the bidder the card must be taken up, and it may be called any time during the hand ; and the bidder may at his option call for a lead of any suit from the player whose proper lead it is.

16. Should either of the players opposed to the bidder *play* a card out of turn, the bidder may call upon him to take his card up and play one of a lower rank, provided it does not cause a revoke. When a card is played out of turn, no player against the bidder may win that trick.

17. Being called on to play your best or your worst card, consequently a trump or not a trump, or to play any suit or the highest or lowest of any suit you may hold, should you fail to do so, you have made a revoke, and become liable to the penalty.

18. A player having the bid, must declare the trump he plays in previous to leading. Should he neglect to do so, it is accepted that he plays in the suit led.

REVERSIS,

AS PLAYED WITH TWO QUINOLAS.

REVERSIS is played by four persons, with a box, containing* thirty-six fish, twenty-four counters, and six contracts ; likewise with two pools, viz., the great and the little Quinola pools (the great one to be under the little), they are always to be placed on the dealer's right hand.

For Reversis, the Tens must be taken out from a pack of cards ; the deal is to the right, giving three cards to each player the first round, and four to the dealer, afterwards always four, so that each

----

* Six fish make one counter, and eight counters one contract, or square.

36 fish - - - - - - - -	36
24 counters, each 6 fish - - -	144
6 contracts, each 48 fish - - -	288
	468

of the three players will have eleven cards, and the dealer twelve, with three cards remaining, which are to be placed singly in the middle of the table opposite to each player, who will put out a card from his hand, under the pools, and will replace it with the card that is on the table opposite to him; the dealer likewise puts out a card, but having none to take in, he will find himself with eleven cards, like the rest of the players : these four cards form the party: should, however, there be three remises or stakes in the pool (as it is convenient to prevent mistakes, to have some distinguishing mark for each pool, when there are three remises or stakes in them ; *it is not unusual* to have flags for that purpose, a red one to distinguish the great Quinola, and a blue one the little Quinola) : then it is in the player's option to take a card or not ; if he does not, he has, on declaring his intention, permission to see the card, and to place it to the discard under the pools.

Before a card is played, the opposite parties exchange a card with each other.

The Ace takes the King, the King the Queen, and so on.

The points in the tricks are forty, each Ace reckoning four, King three, Queen two, and Knave one.

The most interesting parts in this game, are the Quinolas, the Party, the Reversis, and the Espagnolette.

THE QUINOLAS.

The great Quinola pool, is to consist of twenty-six fish ; which number is to be renewed every time the pool is cleared, or has fewer in it than the twenty-six fish ; this stake is attached to the Knave of Hearts or great Quinola, and is one of the most important cards in the game ; the great Quinola cannot be put to the discard, unless there are three stakes or a hundred fish in the pool.

The little Quinola pool, consisting of thirteen fish, is attached to the Queen of Hearts, as little Quinola, which is to be renewed in the same manner, in proportion to the stake as the great Quinola, and the little Quinola cannot be put to the discard, unless there are three stakes, or fifty fish in the pool.

Each time the Quinolas are placed, or played on a renounce, they are entitled to the stakes attached to them, except when there are three stakes in the pool, in which case the great Quinola is entitled to receive only a hundred fish, and the little Quinola fifty :

and on the contrary, each time the Quinolas are forced, led out, or gorgé, the stakes are paid in the same proportion as they would have been received, except in the single instance of the person who played the Quinolas making the Reversis; and then in order to derive any benefit from the stakes, the Quinola which is to be entitled to such benefit must be played before the two last tricks.

THE PARTY.

The points in the discard (to which add four for the party), reckon as in the tricks, with the exception of the Ace of Diamonds, and the Knave of Hearts as great Quinola; the former reckoning five, and the latter four.

He who has the fewest points wins the party. It will frequently happen, that two players will have the same number of points; then he who has the fewest tricks has the preference; if points and tricks are equal, then he who is best placed wins; the best placed is he who dealt last; but he who has no trick has the preference of him who has no trick without points; in general, in cases of equality, the best placed has the preference.

When the Espagnolette is played, and won, he wins the party in preference to the best placed.

When every trick is made by one person, there is no party; and this is called (by way of excellence) making the Reversis.

THE REVERSIS

Every trick without exception must be made by one person to make the Reversis.

The Reversis is undertaken when the first nine tricks are made by the same person; there is then an end of the party and of the Quinolas; the great Quinola being only as the Knave of Hearts, and the little Quinola as the Queen of Hearts, except the person who wins the Reversis plays his Quinolas at any time before the last two tricks, he is then entitled to the stakes; but on the contrary, should the Reversis be broken by one of the players winning either of the last two tricks, he then not only pays the Reversis broken, but the stakes to the pools, for the Quinolas he may have played before the Reversis was undertaken.

9

All consolations paid for Aces or Quinolas, by the person under taking the Reversis, is to be returned on his winning it.

THE ESPAGNOLETTE, OR THE FOUR ACES.

The Espagnolette is either simply four Aces, three Aces and one Quinola, or two Aces and two Quinolas.

The player having the Espagnolette has a right to renounce in every suit during the whole game, and if he can avoid winning any trick, and there is no Reversis, he of course wins the party in preference to him who is better placed ; but if he is obliged to win a trick, he then pays the party to him who would otherwise have received it, and returns the consolations he may have received for Aces or Quinolas ; and if he has a Quinola, he will pay the stake to the pool, instead of receiving it, unless a reversis is made upon him.

The player having the Espagnolette is at liberty to waive his privilege, and to play his game as a common one, but loses that privilege the moment he has renounced playing in suit.

The Espagnolette receives consolation in any part of the game, if he forces the Quinola, and this can only happen in three instances .

I.—By playing a Heart eldest hand, and the Quinola being single in some other hand.

II.—If having through inattention, made a trick during the course of the game, he returns a Heart, and forces.

III.—If by being obliged to enter at the tenth trick, or choosing to enter sooner, he should have a Heart to play, and by that means forces it.

If any person wins the Reversis, the Espagnolette pays singly for all the company.

If any person undertakes a Reversis, and another breaks it, the Espagnolette pays the whole to the person who broke it.

The person holding the four Aces or Espagnolette, can likewise break the Reversis, and is payed as before mentioned, by the person whose Reversis he broke ; he can likewise undertake the Reversis, but then his hand must be played as a common game, for he cannot renounce.

If the Espagnolette has placed his Quinola, and there is a Reversis either made or broken, he is not to receive the stake ; according to the general rule, viz., when the Reversis takes place, the pools are neither received or paid, except by him who undertakes the Reversis.

If another player having the Ace or King of Hearts, the Espagnolette has in any part of the game, either of his Quinolas forced, he pays the stake, and his consolation the same as the two other players, which is due to him that forces, except there is a Reversis.

PAYMENTS.

The dealer always puts two fish into the great Quinola pool, and one into the little, over and above his common stake of six and three, besides which every one puts into the former, for the first stake, six fish, and into the latter, three; so that the great Quinola pool will consist of twenty-six fish, and the little Quinola pool of thirteen fish; each time the stakes are drawn, or when there are fewer fish in the pool than the first original stake, the pool must be replenished as at first.

The person who gives an Ace upon a renounce, receives a fish from the person who wins the trick; if the Ace of Diamonds, he will receive two.

The person who forces an Ace, receives the same payments from each of the players, as well as the person forced.

The great Quinola placed upon a renounce, receives six fish; the little Quinola placed upon a renounce, receives three fish; and if either of them is forced, the person who forces, receives the same payment from each player.

These payments should be made immediately without being asked for.

One or more Aces, or either of the Quinolas played or gorgé, that is, led out, pay the same as if they had been forced, and are paid to the person who wins the party, but it is for him to recollect and demand them.

When either Ace or Quinola are placed, played, or gorgé the last card, it is called *à la bonne*, and pays double, and all payments whatever are double to the person who sits opposite.

The payment for the Reversis made or broke is eighty fish; each player paying twenty, and the opposite party forty, when the Reversis is made; but when it is broken, the whole is paid to the person who breaks it, by the person whose Reversis is broken; that is, he pays the persons breaking it exactly the same number of fish he would have received from the whole table, had he won it.

LAWS OF THE GAME OF REVERSIS.

I.—The eldest hand ought to take care that all the players have put their stakes into the pools ; if not, he will pay for those whom he has not called upon to pay their stake.

II.—The person who misdeals, loses his deal.

III.—If the player takes his card without having put out to the discard, the deal goes for nothing.

IV.—The discard is not to be changed after it is once put out.

V.—The eldest hand should be attentive not to play a card till the discard is complete ; should he have played one, he is permitted, if nobody has played to it, to take it up and play another.

VI.—No person must play before his turn.

VII.—He who flings down his game, thinking he has the rest of the tricks, is to pay for any Ace or Quinola that has or can be placed or given ; but, in case of a Reversis, the person who might break it, can oblige him to take up his cards, and play them one after another, as the person who can break it shall direct.

VIII.—When a player thinking he has won the party, or willing to favor the person who has won it, asks for the Aces or Quinolas led out, before the person who has won the party has demanded them, he is to pay for him who might have been called upon to pay them.

IX.—If at the end of the game it is perceived there is an error in the discard, either by putting out too many cards or too few, the deal goes for nothing, and must be made again ; and if it is discovered that a Quinola has been put to the discard, without there being three remises in the pool of the Quinola so put out ; the person from whose hand such Quinola was put out to the discard, pays the party, and the stake to the pool, the same as if his Quinola had been forced or gorgé.

X.—When the cards are cut, it is too late to ask for the payment of any Ace or Quinola which may have been played or gorgé ; as likewise for the party or the stake in the pools.

XI.—Before you play your cards, it is always permitted to ask how the cards have been played, but it is not permitted to observe it to others who may not make the inquiry.

XII.—If any player, not having the Espagnolette, revokes, he shall pay a counter to each of the pools, and can neither receive the party or any payment.

XIII.—The player is permitted to examine all his own tricks at any time, but not to look at the tricks of any other person, the last trick excepted.

A FEW HINTS TOWARDS PLAYING THE GAME OF REVERSIS.

There seem to be four great objects in this game; the first, winning the party; the second, placing the Quinolas; the third, making the Espagnolette; and the fourth, making the Reversis: there is likewise a lesser object, viz., that of placing the different Aces on a renounce.

In playing your cards, you should endeavor to give your Quinolas, your Aces, and great cards on a renounce, when the person who sits opposite to you is likely to make the trick, as all the payments are double from him; if you win the party, he may by that means lose it; and if you lose the party, most probably you will not have it to pay to him.

In order to gain the party, you must avoid, if possible, winning a trick, for which purpose keep all the lowest cards in your hand, such as Two's and Three's.

AN ELDER HAND LIKELY TO WIN THE PARTY.

Suppose the elder hand to be dealt the Ace, Seven, Four, and Two of Spades; the King, Four, and Three of Clubs; Four, and Two of Hearts; and Six and Five of Diamonds.

The Ace of Spades should be put to the discard, because you hope from your hand to win the party; and by discarding a high card, you increase its value; suppose the card you take up from the table to be the Seven of Diamonds, you should then give the Seven of Diamonds to the person who sits opposite to you, in preference to the King of Clubs, with which you would have much less chance of winning a trick than with the Seven of Diamonds, because your lowest card in this suit is only a Five, while that in Clubs is a Three; suppose you receive in exchange for the Seven of Diamonds the Queen of Spades, with this hand you will play your Four of Hearts to force the Quinolas: the person who wins the trick will most prob ably do the same, to which you must play your Two of Hearts; if another Heart should be played, then part with your Six of Dia-

monds, which is a worse card to keep than the King of Clubs or the
Queen of Spades ; because, having the latter with three small
Spades, and the former with two small Clubs, you have very little
chance of winning a trick in those suits, and with a Five or Six of
any suit, when Hearts have been played three or four times, you
have a very good chance to win a trick with one of them, as every
player will, of course, fling away his highest cards, unless he sus-
pects that a Reversis is attempted to be played.

AN ELDER HAND LIKELY TO LOSE THE PARTY.

An elder hand composed of the King, Nine, and Eight of Hearts ;
Queen, Seven, and Five of Diamonds ; Knave, Eight, and Seven of
Spades ; Ace and Nine of Clubs : with this hand it is most probable
you will lose the party ; therefore you should put to the discard a
card of no value ; for which reason the Seven of Diamonds would be
the best card ; suppose in the place of which you take up the Seven
of Clubs, having three high Hearts, it would be highly dangerous to
part with one of them, as you might receive a Quinola from the per-
son who sits opposite to you, as well as take one in from the table.
The Queen of Diamonds should be given to the person who sits op-
posite to you, which will leave you with only the Five of Diamonds,
and give you the best chance should the person who is opposite to
you give you a Quinola to get the lead out of your hand. Suppose
the person who is opposite to you gives you the Nine of Spades,
with this hand you have nothing to do, but lead out your King of
Hearts, and to follow with the Nine and Eight, if not taken, in
hopes of forcing the Quinolas. If they are not forced by your
three Hearts, and you have still the lead, you should play the
Spades, till all those Spades lower than your own are out : then you
will play your Nine of Clubs, and then your Five of Diamonds,
which, if taken and played again, you should immediately place
your Ace of Clubs upon the renounce. If the Diamond was not
taken, then play your Seven of Clubs, and with winning that trick
in all probability you will make the Reversis, as you will have the
Ace of Clubs, and most probably the best Spade remaining.

LANSQUENET.

THIS game may be played by almost any number of people, although only one pack of cards* is used at a time during each deal. The dealer, who has rather an advantage, begins by shuffling the cards, and having them cut by any other person of the party; after which he deals out two cards on his left hand, turning them up; then one for himself, and a fourth, which he places in the middle of the table for the company, called the *réjouissance* card. Upon this card any, or all of the company except the dealer, may put their money, either a limited or unlimited sum, as may be agreed on, which the dealer is obliged to answer, by staking a sum equal to the whole that is put upon it by different persons. He continues dealing and turning the cards upwards, one by one, till two of a sort appear; for instance, two Aces, two Deuces, &c., which, in order to separate, and that no person may mistake for single cards, he places on each side of his own card; and as often as two, three, or the fourth card, of a sort come up, he always places them in the same manner, on each side of his own. Any single card the company has a right to take and cut money upon, unless the dealer's own card happens to be double, which often occurs by this card being the same as one of the two cards which he first of all dealt out on his left hand. Thus he continues dealing till he brings either their cards or his own. As long as his own card remains undrawn he wins; and whichever comes up first loses. If he draw or deal out the two cards on his left, which are called the hand-cards, before his own, he is entitled to deal again; the advantage of which is merely his being exempted from losing when he draws a similar card to his own immediately after he has turned up one for himself.

This game is often played more simply without the *réjouissance* card, giving every person round the table a card to put money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

* As the game is now played in France, four, and even more, packs of cards, are mixed together.

9*

FARO AND FARO BANKS.

FARO is played exclusively by sporting men, and has long been the favorite game of American gamblers. It is said to be of Venitian origin, but it has undergone a variety of changes during the last fifty years, each change rendering it more simple, and reducing the per centage against the player, until his chance of winning is almost equal to the banker's—hence the popularity, fascination, and danger of Faro.

With a view of arresting the progress of this game, almost every State has recently revised and amended its laws against gaming, enacting severe penalties against Faro dealers and bankers, but still "the game goes on," while in every community Faro banks and Faro players are constantly increasing.

HOW THE GAME IS PLAYED.

Faro is played with a full deck of fifty-two cards. The dealer sits at a table prepared for the purpose, with an assistant or "looker-out" at his right hand. Upon the centre of the table is a suit of cards arranged in the following order, upon which the players place their money or stakes, and which is called

THE LAY-OUT.

EXPLANATION OF THE LAY-OUT.—The King, Queen, and Jack are called "the Big Figure"—the ace, deuce, and trois, "the Little Figure"—and the six, seven, and eight, "the Pot."

The circles ⊚ represent the money or checks of the players, who have thus made their bets. The check between the King and Queen is bet upon both those cards; that upon the corner of the ten takes in the ten and eight, barring the nine; the check in the Pot, is bet upon the six, seven, and eight; that between the ten and four takes in those two cards, while that behind the four includes the three, four, and five; the check "flat-foot" upon the ace, is bet

upon that card only; the money in the " Jack square" includes the Jack, Queen, deuce, and trois; the check upon the corner of the five, according to the rule in the Northern States, is bet upon the
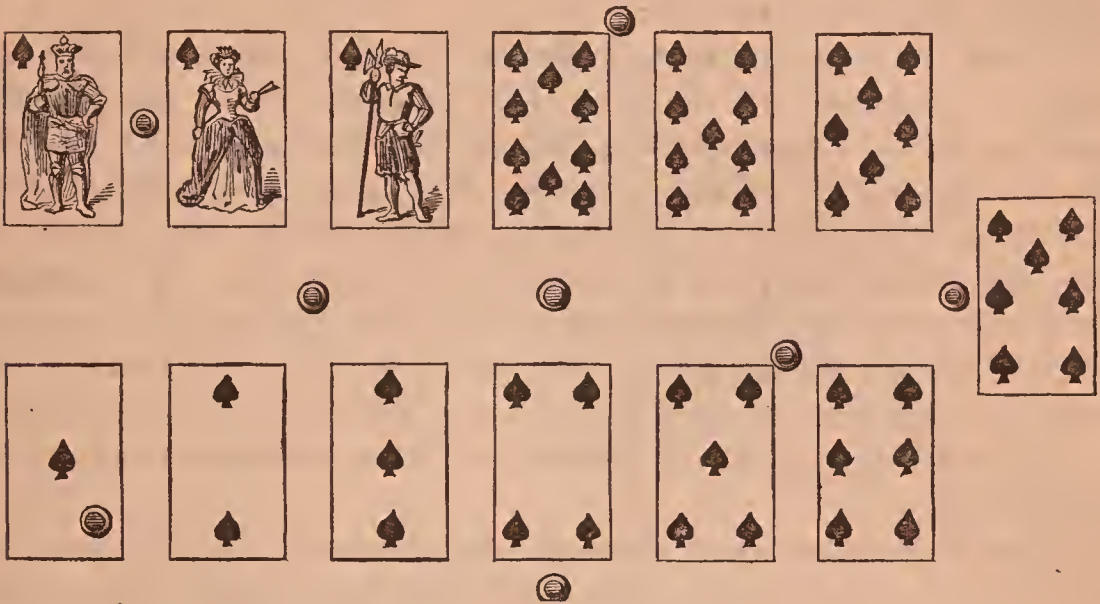
THE LAY-OUT.

five and eight, but in the South, it would bar the eight, and include the five, nine, and six.

The stakes usually consist of counters or checks, made of ivory, representing different sums; they are purchased of the banker and are redeemed by him at the option of the holder. The banker usually limits the sums to bet according to the amount of his capital.

The game may be played by any number of persons, and each player may select any card or number of cards upon the "lay-out," and may change his bet from one card to another whenever he pleases.

DEALING THE CARDS.

The players having placed their stakes upon the "lay-out," and all other preliminaries being settled, the dealer shuffles the cards, cuts them, and places them face up, in a small metal box, usually silver, which is a little larger than the pack to be admitted. This box is open at the top, so that the top card may always be in view. It also has a small opening at the side, sufficiently large to permit

a *single* card to pass through it conveniently. As the cards are pushed out or dealt from the top through this opening, the remainder of the deck is forced upwards by springs placed in the bottom of the box, and thus the cards are kept in their proper place until the pack is exhausted.

We will suppose, by way of illustration, that the ace is the top card, as it appears in the box; this card is shoved through the opening, when a ten appears—this is the banker's card, and he wins all the money which may have been placed upon it; the ten like the ace is removed, disclosing a King, which is the player's card, the bank losing all the stakes found upon it. The drawing of these two cards is called "a turn," which being made, the dealer takes and pays all the money won and lost, and then proceeds as before, drawing out two more cards—the first for the bank and the second for the player, and thus he continues until the whole pack is dealt out.

Whenever two cards of the same denomination, as, for example, two sevens or two fours, appear in the same turn, the dealer takes half the money found upon such card—this is called a "split," and is said to be the bank's greatest per centage, to avoid which, old Faro players wait until there is but one seven or four, or card of any other denomination left in the box, and then place their heavy bets upon that, thus avoiding the possibility of a "split."

If a player wishes to play upon the banker's card, or to bet that any certain card will *lose*, he indicates it by placing a copper upon the top of his stake, and if this card wins for the bank, the player also wins.

When there is but one turn left in the box, the player has the privilege of "calling the last turn," that is, of guessing the order in which the cards will appear, and if he calls it correctly, he receives four times the amount of his stake.

KEEPING THE GAME.

As it is important for both dealer and player that the cards remaining in the box should be known, the game is accurately kept, so as to exhibit at a glance every phase of the deal. For this purpose, printed cards are given to the players, upon which they keep the game in the following manner :

No. 1.	No. 2.
A—0 1 0 1	A—1
2—0 0 0 0	2—0 0
3—1 0 0 1	3—0 0 0
4—0 0 1 1	* 4—
5—0 0 1 0	5—0 1
* 6—1 0 1	6—0 1 1
7—1 1 1 1	7—
8—1 1 0 0	8—1 1
9—1 0 1 ‡	9—0 1 1
10—1 1 1 0	10—
J—+ 0 1	J—
Q—0 0 0 0	Q—1
K—1 1 0 0	K—0

No. 1.—This table, marked as the cards are dealt, exhibits what each card has done; the 0 means that the card lost—the 1, that it won; thus, the ace lost, won, lost, and won; the four lost twice and won twice; the seven won four times, the Queen lost four times, and the Jack split, lost, and won—the + indicating a split; the six was the top, or "soda" card, as shown by the *; the nine won, lost, and won, the fourth nine remaining in the box, being the last, or "hock" card, which is indicated by the ‡.

No. 2.—This table illustrates a deal partly made. One ace has been dealt, and three remain in the box; two deuces have lost, and two remain in the box; four was the top card, and all the sevens remain in the box, etc.

At this stage of the game cautious players would avoid betting upon the seven, ten, or Jack, preferring the trois, six, or nine, because upon these latter cards they cannot be split, as there is but one of each in the box, while the seven, ten, and Jack, are all in the box, and are therefore liable to split, or to appear before the others.

KEEPING THE GAME BY A CUE-BOX.

Another mode of keeping the game, common in the Northern States, is by a "cue-box," by which the different stages of the game are correctly noted by one of the players, or by a regular "cue-keeper," who is usually attached to the bank.

The cue-box is a miniature "lay-out," with four buttons attached to each card, as represented on the next page. Those familiar with Billiards, will recognize this as the same method of keeping that game.

At the beginning of each deal, the buttons, which are placed upon wire, extending from each card, as represented, are all shoved close up to the card, as illustrated by the ten and four; as soon as a turn is made, the buttons are pushed to the opposite end of the wire, as shown by the five, six, seven, Jack, etc., so that by a glance

of the eye, the player can see how many of each card remain in the dealer's box. As represented below, three Kings, two Queens, one Jack, three nines, three sevens, three fives, one deuce, and
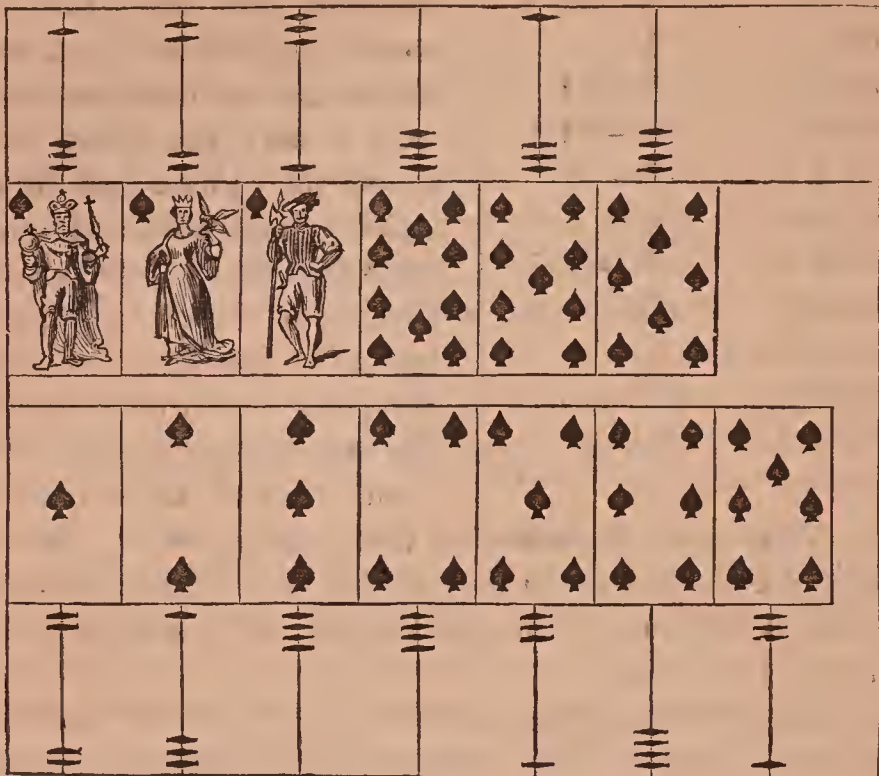
THE CUE-BOX.

two aces, remain to be dealt, while none of the tens, eights, fours, or trois have yet appeared; all the sixes are out, and the six, therefore, is said to be "dead," because no more remain to be dealt.

TECHNICAL TERMS USED IN FARO.

Banker or Backer.—The person who furnishes the money for the game.

Dealer.—He who deals the cards, and takes and pays the bets.

Cue or Case-Keeper.—The person who marks game on the cue-box.

Looker-Out.—The dealer's assistant.

Checks.—Ivory tokens representing money, with which the game is played; they vary in color, size, and value.

The Hock or Hockelty Card is the last card remaining in the box, after the deal has been made. When one turn remains to be made, there are three cards in the box, they may be, for example, the five, six, and seven; we will suppose the last turn to be five, six, leaving

the seven in the box, which would be called the *hock* card, because, as the game was originally played, the dealer took "hock," that is, all the money which happened to be placed upon that card; the bank, therefore, had a *certainty* of winning that money, without the possibility of losing it—hence the term *hock*, which means *certainty*.

A Deal.—The dealer is said to have made a deal, when he has dealt out the whole deck.

A Turn.—The two cards drawn from the dealer's box—one for the bank and the other for the player, which thus determines the events of the game, constitute a *turn.*

Coppering a Bet.—If a player wishes to bet that a card will lose, (that is, win for the bank), he indicates his wish, by placing a cent, or whatever may be provided for that purpose, upon the top of his stake. It is called "coppering," because coppers were first used to distinguish such bets.

To Bar a Bet.—A player having a bet upon a card, and wishing to bar it for a turn, must say to the dealer, "I bar this bet for the turn," pointing to it, in which case, it can neither lose nor win.

Last Call.—When three cards only remain in the box, any player has the privilege of calling the order in which they will be dealt—this is termed the last call. The checks are placed so as to express the call, and if correctly made, the bank pays four for one, and if a "cat," two for one.

A Cat or Cat Harpen.—When the last turn consists of two cards of the same denomination, and one other card, as two tens and a King, it is called a *cat.*

Paroli or Parlee.—Suppose a player to bet $5 upon the ace—it wins and the dealer pays it; if the player then allows the $10 to remain upon the ace, he is said to play his *paroli*, which means, the original stake and all its winnings.

Pressing a Bet, is to add to the original stake.

Betting Even Stakes, is when the player constantly bets the same amount.

Stringing a Bet, is taking in one or more cards remote from the one upon which the bet is placed.

Playing a Bet Open, is to bet a card will win, not to lose.

Repeating and Reversing.—A card is said to repeat, when it plays as it did upon the previous deal, and to *reverse* when it plays directly opposite; that is, if it won four times, it is said to reverse if it loses four times.

Snap.—A temporary bank, not a regular or established game.

Sleepers.—A bet is said to be a sleeper, when the owner has forgotten it, when it becomes public property, any one having a right to take it.

A Bet or Case Card.—When three cards of one denomination have been dealt, the one remaining in the box, is called the *bet*, *case*, or *single* card.

The Soda Card is the top card of the deck when put into the dealing-box, preparatory to a deal.

Snaking a Game.—A game is said to be snaked, when the dealer's cards have been stolen, and privately returned marked, or prepared in such a manner, as that, when they are dealt, the snaker knows what cards will win or lose. Faro banks are often broken in this way.

Throwing off a Game.—When a dealer, by a preconcerted plan, allows a player to win, he is said to throw off the game.

Catching a Turn.—Sometimes the dealer is so careless in shuffling his cards, that a shrewd player will know what cards have not been separated, or will have some other advantage by which he will beat the turn; this is called "catching a turn."

LAWS OF THE GAME.

The rules of Faro are few and arbitrary, and are based upon principles of justice and equity. All questions or points of controversy, which may arise during a deal, may at once be settled by referring to the general rules or principles of the game.

All bets are to be taken or paid, as they lie upon the card, except there is an express understanding to the contrary. The *intentions* of a player are not to be considered by the dealer, his *bet* being supposed to represent his intention.

If the player wishes to bar a bet on a card, he must make the dealer understand that he bars it, when it will remain barred until he says "it goes."

If a player should put a bet upon a card and say to the dealer, "One-half of this bet goes," it would be so understood until the end of the deal, unless the order was revoked.

Should a player or the dealer, by design or accident, remove or alter a bet belonging to another, he is responsible for its loss.

When two players bet the same stake, "single," upon different

cards, one coppered and the other to win, and they both win upon the same turn, the copper bet, being the first to win, must be paid.

The dealer must pay all bets for which he turns, provided they are made in checks, but only the limit of the game if in bank-bills.

The dealer should take and pay correctly, and not make mistakes by design or through carelessness; nor should he alter the position of the cards dealt, but allow them to remain upon their respective piles undisturbed.

When the players have broken a bank, the dealer must take and pay the largest bets first. Suppose the bank to have but one dollar left—a turn is made by which the dealer wins one dollar and loses two, he must take the dollar he wins and pay the dollar lost; the rule is, to take and pay the amount of the bank in sight.

The dealer has the right to close his game, or to quit dealing, whenever he sees proper to do so.

Players have the right to count, or otherwise examine the cards of the dealer, if they suspect foul play, or if they wish to guard against it. In all cases the dealer has the right to the last shuffle and cut; and where he permits a player to shuffle or cut, it is an extension of courtesy to the player, and not his right.

THE CHANCES OF THE GAME.

The per centage in favor of the bank is generally estimated to be about three per cent., but the average is evidently more than that. Some players reduce the per centage against them to almost nothing, while others, less experienced, give the bank enormous advantages. With all players the per centage varies with each turn of the cards, so that no proper estimate of the bank's advantage can be made. One thing, however, is certain,—*all* regular Faro-players are reduced to poverty, while dealers and bankers, who do not play against the game, amass large fortunes; and, again, the higher order of Faro-rooms are gorgeously furnished—luxurious suppers and costly wines are gratuitously offered to players, and the proprietors are everywhere distinguished for their reckless extravagance—*all this* is sustained by the per centage of their game.

Almost every Faro-player has some peculiar system, which he strives to believe will beat the bank, and which sometimes does realize his hopes; but, in the end, *all* systems fail. The truth is, the game is based upon certain mathematical principles, giving it a per centage which no system or method of playing can overcome.

The table on the opposite page exhibits the advantages or per centage of the bank, at every stage of the game. It was prepared for the old game of Faro, when the dealer took hockelty, which greatly increased the bank's advantage; with that exception, it presents a correct view.

USE OF THE TABLE.

EXAMPLE I.—To find the per centage of the banker when there are 30 cards remaining in the deck, and the player's card twice in it:

In the first column seek for the number answering to 30, the number of cards remaining in the deck: over against it, and under 2, at the head of the table, you will find 54, which shows that the banker's per centage is the fifty-fourth part of the stake.

EXAMPLE II.—To find the per centage of the banker when but 10 cards are remaining in the deck, and the player's card thrice in it:

Against 10, the number of cards, in the first column, and under number 3, you will find 12, which denotes that the banker's per centage is the twelfth part of the stake.

EXAMPLE III.—To find the banker's profit when the player's card remains twice in 22:

In the first column find 22, the number of cards, over against it under figure 2, at the head of the table, you will find 38, which shows that the per centage is one-38th part of the stake.

EXAMPLE IV.—To find the banker's per centage when 8 cards remain, and the player's card thrice among them:

In the first column seek for 8, on a line with which, under 3, stands the figure of 9, denoting the per centage to be one-ninth.

When 20 cards remain in the box, and the player's card but once in it, the banker's gain is 5 per cent.

When the player's card is twice in 20, the banker's gain is about the 34th part of the stake.

When the player's card is thrice in 20, the banker's gain is about 4 per cent.

When the player's card is four times in 20, the banker's gain is nearly the 18th part of the stake.

When only eight cards remain, it is 5 to 3 in favor of the bank; when but six are left, it is 2 to 1; and when no more than four, it is 3 to 1.

A TABLE FOR FARO, EXHIBITING THE SEVERAL ADVANTAGES OF THE BANKER, AT EACH STAGE OF THE GAME DURING A DEAL.

Number of Cards in the Deck.	The Number of Times the Player's Card is contained in the Deck.			
	1.	2.	3.	4.
......52........	**	**	**	50
......50........	**	94	65	48
......48........	48	90	62	46
......46........	46	86	60	44
......44........	44	82	57	42
......42........	42	78	54	40
......40........	40	74	58	38
......38........	38	70	49	36
......36........	36	66	46	34
......34........	34	62	44	32
......32........	32	58	41	30
......30........	30	54	38	28
......28........	28	50	36	26
......26........	26	46	33	24
......24........	24	42	30	22
......22........	22	38	28	20
......20........	20	34	25	18
......18........	18	30	22	16
......16........	16	26	20	14
......14........	14	22	17	12
......12........	12	18	14	10
......10........	10	14	12	8
...... 8........	8	11	9	6

CALLING THE LAST TURN.

The bank's greatest per centage is when players call the last turn, as here illustrated:

Suppose the cards remaining in the box to be the 4, 5, and 6; the turn may come 4, 5—4, 6—5, 4—5, 6—6, 4—or 6, 5; therefore, it may come six different ways, but he who calls it correctly receives only four for one, or four times the amount of his stake.

When the last turn happens to be a "cat," it may come three different ways, but the bank pays only two for one.

Splits are a strong and certain per centage in favor of the bank, therefore, all careful players prefer single cards, so as to avoid the possibility of being split. The chances of splits vary according to the number of similar cards remaining among those undealt.

TABLE EXHIBITING THE ODDS AGAINST WINNING ANY NUMBER OF EVENTS SUCCESSIVELY: APPLICABLE TO FARO, OR ANY OTHER GAME OF CHANCE.

That the player wins or loses the first time is an even bet.

That he does not win twice together, is 3 to 1; three successive times, 7 to 1; four successive times, 15 to 1; five successive times, 31 to 1; six successive times, 63 to 1; seven successive times, 127 to 1; eight successive times, 255 to 1; nine successive times, 511 to 1; ten successive times, 1,023 to 1; and so on, to any number, doubling every time the last odds, and adding one for the stake.

VINGT-UN.

FOR a little gentle gambling—say for trifling stakes of a dime or ten thousand dollars—there is no more easily acquired game than Vingt-un; certainly few more amusing.

Vingt-un (twenty-one) may be played by two or more players; about six or eight is the best number. The cards bear the same respective values as in Cribbage. The tens and court cards are each reckoned for ten; but *the ace in each suit may be valued as one or eleven*, at the option of the holder, according to the exigencies of his hand.

Having shuffled the pack, the deal must be determined by giving each player a single card, and the one receiving the lowest deals. The players then make their bets, and the cards having been shuffled and cut, the dealer holds the pack face downwards, and taking the top card (*i. e.*, "burnt card") he places it on the bottom of the pack back outwards, and then immediately proceeds to give a single card to each player, and one to himself, all face downwards. Having done this, he distributes a second card in like manner, beginning with the elder hand, or left-hand neighbor. The players then examine their hands, and the dealer looks at his two cards, and if either of them should have a "*natural*," that is, an Ace and a tenth card, he immediately exposes his hand, and receives from the dealer double the amount of his stake. If the dealer should have a "natural," he immediately shows it, and receives double from each player, according to their individual stakes. The cards are then all thrown up and another deal made, as before; but, should the dealer not have a "natural," he proceeds with the game by asking each one in succession if he wishes to have another card, or stand on the two he has. The usual phrase is, "Are you content?" If the elder hand is content with his hand, he says, "Content," and places his cards on the table, face downwards, to await the result of the dealer's own cards. If he wants one or more cards he says so, and the dealer gives him from the top of the pack as many as he requires, dealing them face up, as they must remain. If the court cards, Tens, &c., exceed twenty-one in number when added together, the player is said to have "overdrawn," in which case he must throw his cards into the centre of the table, and deliver his stake to the dealer. But if the pips and Tens on all his cards make, when added up, twenty-one, or less, and he is "content," he places his money upon his cards, and awaits the events of the round. And so with each player till all are served. The dealer then lays his own cards, face upwards, on the table. He, too, has the privilege of taking other cards from the pack, should the number be not near enough to twenty-one to allow him to stand. When he is satisfied with his hand he says, "I stand," and all the players face their cards on the table. Should the dealer overdraw, he must pay each and all of the players the amount of their bets, excepting those who have overdrawn themselves. To all those whose hands are twenty-one, or nearer to twenty-one than his own, he pays a stake equal to that placed upon

the cards; while he receives the stakes from all whose hands are less than his own. Ties with the dealer stand off.

In this way the deal goes on till one of the players turns up a "natural," when he becomes dealer, and proceeds as before.

The dealer and each of the players has the privilege of making two hands, if the first two cards given him be of like character, as two Nines, Kings, Aces, &c. In this case each party pays and receives on both hands. (But in the case of a "natural" occurring in a double hand, the holder receives only a single stake on each, because to obtain a "natural" the first two cards only may be counted.) *See Decisions on Disputed Points*, p. 516.

Usually the whole pack is dealt out before the cards are shuffled, the cards belonging to each round remaining on the table till the whole pack is exhausted. Sometimes, when the party is large, two or more packs are mixed together and played in the same manner as a single pack.

The foregoing is description of the game of Vingt-un as it is regularly played in this country. The following variations are some-times introduced, but have no binding force, unless agreed upon by the players before commencing the game.

The *English* game is played as follows: Any player may look at the first card dealt to him previous to making a bet. The dealer has also the privilege of seeing his first card, and may insist on all the players doubling their stakes. This he commonly does if he has an Ace or a tenth card in the first round, or when the stakes are too low to please him. Ties pay to the dealer; but directly the player receives his second card he should look at it, and if he has obtained a "natural," he should declare it immediately. Thus he would get his Vingt-un before the dealer had received his second card, and would therefore be entitled to be instantly paid double stakes, even though the dealer himself were fortunate enough to get a "natural."

Another variation is played thus: The dealer has the privilege of looking for the *brulet* at the commencement of each deal. The *brulet* consists of the top and bottom cards of the pack after it has been shuffled and cut. If a "natural" occurs in the *brulet*, the dealer receives double stakes from all the players except the ties, from which he takes singles. Of course he must not declare his "natural" till all the players have staked. But if he take the *brulet* he is not compelled to stand upon it; but after he has dealt all the players as

many cards as they demand, he may add to his own pair as many as he thinks fit.

In other companies the "natural" receives double stakes from all the players, and treble from the dealer—a plan that is apt to make the game a little too exciting, especially when counters represent cash.

The following is another way in which it is sometimes played: Each player whose cards are under twenty-one pays one stake into the pool; those who overdraw pay two, and those who make just twenty-one, in three or more cards, pay nothing. The pool accumulates thus till some one has a "natural" Vingt-un, which entitles him to the whole.

Another mode, which is quite modern, and often played by sporting men, is, for the dealer to expose his own hand, by dealing his cards face up. This gives the player the advantage of knowing the strength of the dealer's hand, so that he can stand or draw accordingly.

TERMS USED IN THE GAME.

Burnt Card—After the dealer has shuffled and cut the pack, he must, before dealing, take the top card and place it on the bottom of the pack, back outwards. This card is called the burnt card.

Tenth Cards—The court cards and Tens of each suit all count for ten, as in Cribbage, and are called tenth cards.

Natural—If the first two cards dealt to any player be an Ace and any "tenth card," these, being exactly twenty-one, make a Natural Vingt-un.

Acquired Vingt-un—When the first two cards dealt to a player be less than twenty-one, and, on calling for one or more cards, he obtain such as make his hand exactly twenty-one, this is called an Acquired Vingt-un.

Splits—If the two cards dealt to a player should be pairs, he may, if he wish, lay them separately on the table, and use them as the first cards of two hands, and bet on each, but it must be borne in mind that he cannot have a "natural" on either hand, as he has already received two cards from the dealer.

Bursts—When a player, in drawing cards, has the misfortune to count more than twenty-one in his hand, it is said to be burst.

Content—A term used when a player has received as many cards as he wishes, after having called for more cards from the dealer.

Pips—The number of spots on the face of a card.

RULES OF VINGT-UN.

1. The first deal must be determined by giving a single card to each player—the lowest deals, and Ace is lowest.

2. As in all games, when money is involved, the dealer has the right to the last shuffle and cut, which being done, he takes the top card and places it on the bottom of the pack, *back outwards*. This is called the "*burnt card.*"

3. The two original cards dealt must remain face down, but those drawn must remain face up, and when the player is "content" he must place his stake upon his cards.

4. All bets must be made before the first card is dealt.

5. In case of a misdeal, the stakes must be withdrawn and the cards dealt over again.

6. The holder of a "natural," after the first deal, is entitled to the deal.

7. The dealer is at any time allowed to sell, and any player to purchase, the deal. The dealer may also pass the deal to any one desirous of having it.

8. The "natural" must consist only of an Ace and a tenth card, *dealt in the first two rounds.* In the case of double or treble hands, an Ace and a tenth card form "acquired" and not "natural" Vingt-uns, and receive or pay only single stakes.

9. The player who overdraws must immediately declare the fact, and pay his stake to the dealer.

10. Ties stand off.

11. No stake can be withdrawn, added to, or lessened, after it has been once laid on the card; but it must be allowed to remain till the dealer declares he stands.

12. No stake higher than that agreed to at the commencement of the game is allowed.

13. The occurrence of a "natural" during the first deal does not cause its forfeiture, the dealer being allowed to exhaust the pack.

CHANCES OF THE GAME.

The odds at Vingt-un of course depend upon the average number of pips and Tens on two cards under twenty-one. *Par exemple:*

If the two cards in hand make fourteen, it is seven to six that the one next drawn does not make the number of points above twenty-one; but, if the points be fifteen, it is seven to six against that hand. Yet it would not, therefore, always be prudent to stand at fifteen; for, as the Ace may be calculated both ways, it is rather above an even bet that the dealer's first two cards amount to more than fourteen. A "natural" Vingt-un may be expected once in eight deals, when two, and twice in eight, when four people play, and so on, according to the number of players.

The principal percentage in favor of the dealer arises from the fact that all "bursts" have to pay him irrespective of his own hand.

CASSINO.

CASSINO is a card game of Italian origin, and is fast becoming a favorite in this country. The rules laid down by Hoyle, and adopted by all his continuators, are, in many particulars, vague and imperfect, and contingencies frequently occur during the progress of play which are entirely unprovided for by that writer. In view of the growing importance of the game, and in the absence of a satisfactory code to govern it, we have undertaken to present a set of laws, which have been submitted to, and received the approval of the best players in this city, and adopted by them as authority.

The rules here presented embody several of those given by Hoyle, with such additional laws as are necessary to provide for points which might arise during the game, and occasion dispute in the absence of reliable authority to decide them. The latter rules, though heretofore unwritten, have long been sanctioned by usage.

TERMS USED IN THE GAME.

Great Cassino, the Ten of Diamonds, reckons for two points.

Little Cassino, the Two of Spades, for one point.

The Cards—when you have a greater number than your adversary, three points.

The Spades—when you have the majority of the suit, one point.

The Aces—each of which reckons for one point.

The Sweep—matching all the cards on the board.

Building up.—Suppose the dealer's four cards in hand to be a Seven, Ten, and two Aces—his adversary plays a Six—the dealer puts an Ace upon it and says "Seven," with a view of taking them with his Seven—the non-dealer throws a Deuce upon them and says "Nine," hoping to take them with a Nine then in his hand—the dealer again puts upon the heap his other Ace, and cries "Ten," when, if his adversary has no Ten, he plays some other card, and the dealer takes them all with his Ten. It will be observed that a player, in announcing the denomination of a build, always employs the singular number. Thus: "Nine" or "Ten"—not "Nines" or "Tens." This is called *building up*.

Call—Suppose a player to have in his hand two or more cards of the same denomination, and one or more cards of the same denomination remain upon the board, he may play one of them on the table, at the same time calling the denomination, and his opponent is thereby debarred from taking it with a card of any other denomination. In calling the denomination, the plural is always used. Thus: "Fours," not "Four." This is termed *calling*.

Build.—A card already built up.

Combine.—To play a card which will take two or more cards of a different denomination, whose aggregate number of pips or spots exactly equals those of the card played. Thus: a Ten will take a Seven Deuce and Ace, the combined spots on those cards being precisely ten.

Last Cards.—Those cards remaining on the board after the last trick is taken, all of which go to the winner of the last trick.

Eldest Hand.—The player sitting at the left hand of the dealer, so called, because he is the first to play.

Misdeal.—An error in giving out the cards, the penalty for which is the forfeiture of the game, and all depending upon it.

THE LAWS OF CASSINO.

OF CUTTING AND DEALING.

1. The game of Cassino is played by two persons, with a pack of fifty-two cards.

[Three, four or six persons may play Rounce, or Set Back Cassino with a complete pack. It is also sometimes played by four persons, who divide into sets of partners, as at Whist or Euchre. See note to Law 13.]

2. The deal is determined by cutting, and the player cutting the lowest card must deal. Ties cut over. In cutting, Ace is low.

3. At the outset of the game the dealer gives each player four cards, one at a time, commencing with the eldest hand, and either regularly as he deals, or by one, two, three or four at a time, lays four more face upwards upon the board. After the first cards are *all* played, four others must be dealt to each player, one at a time, until the pack is exhausted; but it is only in the first deal round that any cards are to be turned up.

4. In the case of a misdeal, the dealer forfeits the game and all depending upon it.

[The penalty prescribed for the infraction of the above rule may at first sight seem too severe, but, when we consider the great advantage an unscrupulous player might derive from its open violation, the punishment will not appear disproportionate to the offence committed. Were this rule not to prevail, it is obvious that the dealer might purposely misdeal in anticipation of defeat, and thus, to his adversary's detriment, obtain another chance of winning.]

OF PLAYING AND COMBINING.

5. Each person engaged in the game, beginning with the eldest hand, must play one card at a time, with which he may not only take at once every card of the same denomination upon the board, but likewise all that may combine therewith.

[Thus: a Ten takes not only every Ten, but also Nine and Ace, Eight and Deuce, Seven and Trey, Six and Four, or two Fives, and a player may sometimes have the good fortune to sweep all the cards upon the board with a single card and score a point.]

6. When a player cannot, or does not choose to pair, combine, or build up, he must place a card upon the board face upwards.

OF CALLING AND BUILDING UP.

7. If a player hold two, or three cards of a certain denomination, and one or more cards of the same denomination are upon the board, he may play one of the said cards from his hand, and *call* the denomination in the plural number, in which event his adversary cannot combine and take it, or *any* of the cards of that denomination, with a card of a different denomination, neither can he employ them to build upon.

[For instance : A and B are playing Cassino. A deals, and in the first round turns up two Fives upon the table. B holds the other two Fives in his hand, and plays one of them, *calling out* (not FIVE, but) " FIVES." A is debarred from taking any of them with a Ten—because it is a card of another denomination—but B may capture them all with the remaining Five. Again—suppose A and B are playing ; and in the course of the game a Trey remains upon the board. A holds two Treys, and plays one of them, *calling* " TREYS," B having the other Trey, plays it, and takes those upon the table. B may not, however, take the Treys with a Six, or employ them to form any combination, by building or otherwise ; or, if an Eight, Four and Five are on the table, and a player hold a Nine and Ace, he may put the Four and Five on the table together, and play the Ace in hand upon the Eight on the table, putting them all together and *calling* " Nines," and his opponent cannot take the cards with any card but a Nine.

8. Should a player build up a card to a certain denomination, and his opponent decline to build it up higher, he, the first player, may not alter his build, but must take it with a card of the same denomination ; he is, however, at liberty to make another "build," either of the same or of any other denomination, or he may pair or combine any other cards, before taking up his first " build," but he must comply with one of the above conditions before playing a card which will not do either.

[Thus: if he play a Deuce on a Five, making it Seven, his adversary failing to take it or build upon it, the first player may not play a Trey and make it Ten, but must take it with a Seven. Prior to do so doing, he may, however, build a Deuce upon a Four and make it six, or form a " build " of any other denomination, or he may pair a card, or take several cards by combination, but he must comply with one or other of these conditions, or take up his first " build."]

9. If a player has *built up* a card, and has in his hand more than one card of the same denomination as his " build," and his opponent leaves the " build " undisturbed, the player may play one of those cards upon the cards constituting the " build," at the same time repeating his announcement of the denomination of the " build " (in the manner enjoined in Law 7) ; and the card so played

is equivalent to a "call." This may be done a second time before taking up the "build."

[For instance: A and B are playing; A has three Fours and an Ace in his hand, and there is a Trey on the table; A may play his *Ace* on the *Trey* and make it *four;* suppose B leaves it undisturbed; A may play a *Four* from his hand on the top of the "build" and call (not *Four*, but) "FOURS;" if B then fails to take it up A may play another *Four* on the top of the first one, again calling "FOURS," before taking up the "build;" and each of these *Fours* so played on a "build" has all the immunities of a CALL.]

10. A player cannot "build" from the table.

[For instance: if a Seven and Deuce are upon the table and a player put an Ace upon the Seven calling *Eight,* his opponent cannot employ the Deuce upon the table to "build" it up to ten.]

11. Should a player "build up" one or more cards to a certain denomination, or *call* a card (as provided in Law 7), and it subsequently transpires that he holds no card of a similar denomination with which to redeem or take the cards thus *called* or *built up,* he must let the card or cards he has improperly played remain on the board, and the adverse player may separate the cards and take into his hand again any cards he may have played subsequent to the misplay of the delinquent player, and employ them, or any other card in his hand to take any of the cards on the board, or to compose a build or any other combination in the game.

12. When a card is played for the purpose of making a "build," or "call," the player must declare the denomination of the proposed "build" or "call," audibly and distinctly, so that no doubt of his intentions may exist, and failing to comply with this requirement, his opponent may separate the cards, and employ them in any lawful way he may deem to his advantage. No announcement, which may occur in compliance with any of the preceding rules, possesses any value whatever, unless the above condition be strictly observed.

[Thus, the mere *act* of playing a *Five* on a *Deuce* does not of itself constitute a "build," nor prevent the opponent from pairing the *Five,* or combining the *Deuce* with a *Seven* to be taken with a *Nine,* or "building" on either of them, unless the player of the *Five* says, when he lays the *Five* on the *Deuce,* audibly and distinctly, "Seven;" or if the play be for the purpose of making a "call," he must mark the distinction between a "call" and a "build." For instance: if he play a *Five* upon a *Five* on the table to make a "call," he must announce his intention by saying, clearly and audibly, "FIVES." The same is of course applicable to "builds" or "calls" of any other denomination.]

<div align="center">OF THE SCORE.</div>

13. In this game, the points gained by each party are counted

at the end of each deal, and that party which has the greatest number of points wins the game.

[In Europe Cassino is played differently; the game there is eleven points, and a player must achieve that number before he can win. The manner of scoring is as follows: at the conclusion of each deal the points gained by each party are counted, and that party which has the least number of points scores nothing, but his points are deducted from the winning party's, who scores the difference towards game. When three persons play, the two lowest add their points together, and substract from the highest; but if their two numbers added together amount to or exceed that of the third player, then neither scores. It will be seen that a game played thus might last through several deals. The European game is the favorite with those who play merely for recreation, and is known as Set-back or Rounce Cassino.]

14. A Tie precludes both parties from counting the points on which they tie.

15. That party which obtains the great Cassino reckons 2 points.
Ditto, little Cassino.................................... 1   "
The four Aces, one point each.......................... 4   "
The majority in Spades................................. 1   "
The majority of cards.................................. 3   "
Besides a sweep before the end of the game, when any
     player can match all on the board, reckons......... 1   "

16. Should both players obtain the same number of points, the game must be considered drawn.

MISCELLANEOUS.

17. The number of tricks must not be examined or counted before all the cards are played; nor may any trick but that last won be looked at, as every mistake must be challenged immediately.

18. After all the pack is dealt out, the player who obtains the last trick sweeps all the cards then remaining unmatched on the table.

CATCH THE TEN.

THIS is a favorite game in Scotland, though it is not much known in this country, except among our friends from the land o 'cakes. It may be played by from two to eight persons, with 36 cards, the small cards of each suit, viz., the 2, 3, 4, the 5, being thrown out; and if necessary for an equal division of the cards, one or two of the 6's. If the party consists of 2, 3, 5, or 7, each plays on his own account. When two play, three hands

are dealt for each player, the first two hands from the top of the pack, then other two, and lastly the third two, the 36th card being turned up. The hands are played in the order in which they were dealt. In like manner, when three play, two hands are dealt for each, and played in the same order. If the party consist of 4, A and C are partners against B and D; if 6, A, C, and E, against B, D, and F—or A and D, B and E, C and F, in three partnerships; if 8, A, C, E, and G, against B, D, F, and H; or they may form four partnerships,—the partners always sitting opposite to each other, with an adversary between each two.

THE MODE OF PLAYING

Is the same as at Whist; the cards being cut, and dealt by one or three at a time, and the last one turned up for trumps; they have the same value as at Whist, except in the trump suit. Forty-one is game, and the points are made by counting the cards in the tricks taken, and the honors of trumps. Each card above the party's share in the tricks taken counts for one. Thus, if four are playing, each person's share of the 36 cards is 9. If two partners take eight tricks (4 multiplied by 8 are 32), they reckon 14 towards game, that being the number over their joint shares of twice 9, or 18.— The Knave of Trumps is the best, and reckons for 11, Ace next, for 4, King for 3, Queen for 2, and the Ten for 10. They are not reckoned, as at Whist, by the party to whom they are dealt, but to those who take them in the course of playing.

MAXIMS FOR PLAYING.

As the name implies, the grand object in this game is to *Catch* the *Ten* of Trumps, or to prevent its being caught by the adversary. The only safe way of saving or *passing* the Ten, is to play it in a round of trumps, when one of your partners has played the best trump; or if you happen to be last player, and have none of the suit led, trump with your Ten, if it will take the trick, or if your partner has already taken it. These are very favorable opportunities, and do not often occur; so that it is frequently necessary to run some risk to secure so important a card—as by trumping suit in a second round, though not last player—trusting to your partner's holding the best trump, &c. If you hold the Knave and King, or Ace and King, and have the lead, play two rounds of trumps, and

you will have a chance of catching the Ten in the second round, or enabling your partner to pass it under cover of your best trump. But these rules must vary so considerably according to the greater or smaller number of the party playing, that it is almost impossible, without confusing the learner, to lay down particular rules for every case. Attention to the game, with a little calculation, on the principles laid down for Whist, will soon enable any person of moderate capacity to play this game sufficiently well for the purpose of amusement.

Note.—A revoke is punished by the total loss of the game.

FIVE AND TEN, OR SPOILT FIVE

THIS is a popular game with our Irish friends ; and though the different ranking of the cards in the red and black suits, and the change in their value when trumps and when not trumps, renders it somewhat difficult to attain a facility in playing it, yet the pains bestowed in learning will be amply compensated by the pleasure obtained when a thorough knowledge of the game is acquired. A complete pack of cards is used, and two, three, or four persons may play. Each game is decided in one hand, and it consists in endeavoring to get the majority of the five tricks, which is called a Five, and entitles the winner to the stakes played for ; or to gain the whole five tricks, which is called a Ten, and the winner in this case draws double stakes.

The following is the rank and order of the cards when the respective suits are trumps :

Hearts and Diamonds.		*Spades and Clubs.*	
Five,	Knave,	Five,	Knave,
Ace of	Hearts,	Ace of	Hearts,
Ace of	Diamonds,	Ace of	Spades or Clubs.
King,	Queen,	King,	Queen,
Ten,	Nine,	Two,	Three,
Eight,	Seven,	Four,	Six,
Six,	Four,	Seven,	Eight,
Three,	Two.	Nine,	Ten.

And the following is their order when not trumps :

Hearts and Diamonds.		*Spades and Clubs.*	
King,	Queen,	King,	Queen,
Knave,	Ten,	Knave,	Ace.
Nine,	Eight,	Two,	Three,
Seven,	Six,	Four,	Five,
Five,	Four,	Six,	Seven,
Three,	Two,	Eight,	Nine.
Ace of	Diamonds.	Ten.	

From the above lists it will be observed that the Five is first, and the Knave second in order, when trumps ; and that the Ace of Hearts is always trump, and ranks as the third best card. These three cards have the privilege of revoking, when it suits the holder of them to do so ; but if the Five be led, the holder of the Knave or Ace must play it, if he has not another trump to play ; and the Ace unguarded must in like manner be played if the Knave be led,—the superior card always forcing the inferior. The Ace of Diamonds, which is fourth in order, when that suit is trumps, is the lowest when not trumps ; and the usual rank of the inferior cards is reversed in the black suits, the two being above the three, the three above the four, and so on, the Ten ranking lowest, whether trumps or not.

MODE OF PLAYING THE GAME.

The parties having cut for deal, which the lowest Five and Ten card wins, and each having deposited an equal stake, the cards are cut, and five dealt to each player, by twos and threes, the next card being turned up for trumps. If the elder hand has a certain Five, that is to say, if he holds three cards which will each take a trick, he ought to play them, as there is a great probability, if his two remaining cards are tolerable, that he may get the whole five, and thus win a double stake. But if he holds only indifferent cards, the best method is to throw the lead into his opponent's hand by playing an inferior card, in the hope of regaining it at the third trick, which is the critical stage of the game ; and as three tricks constitute a Five equally as four, it is reckoned better play to reserve the best cards till the third trick, than to risk the game by eagerness to secure the two first.

If the party consists of four, they play in two partnerships, which

are determined by cutting the cards, the two lowest playing against the two highest, or by agreement among the parties. The maxims at Whist relative to leading and how to play when your partner leads, will in general be found of considerable use here.

When three play at this game, it is still necessary that one of them should win the three tricks in order to make a Five, as the stakes must remain for next game if two of the players get two tricks each, and the other one. If the cards you hold do not entitle you to expect to make the Five yourself, the object should be to spoil it, or to prevent its being made at all, by thwarting that player who appears most likely to obtain it. If a Ten is made, the two losers must each pay another stake to the winner, in addition to the three deposited; but it is sometimes agreed to dispense with this, and not to allow Tens when the game is played by three.

Each player must follow suit when trump is led, under the penalty of forfeiting his stake, except in the case of the three best trump cards, viz., the Five and Knave, and the Ace of Hearts, each of which is privileged to renounce, under the exception stated above; but when other suits are led, the players may follow suit, or trump, just as they choose, and it is not incumbent on any player to head (*i. e.*, take) the trick.

If the turn-up card is an Ace, the dealer must take it into his hand, throwing out a card in lieu of it; and if either of the players hold the Ace of the trump suit, he must take in the turn-up card before he plays, or if he does not choose to take it in, must turn it down, in order to show that he holds the Ace,—both under penalty of forfeiting his stake.

Where the game is strictly played, the person who misdeals, or who departs from the order with which the game began, of dealing either the three or the two cards first, forfeits his stake.

FORTY-FIVE.

THIS game is evidently a modification of Spoilt Five, and, like that game, is a great favorite with the Irish. Forty-Five is usually played by four persons, with a pack of fifty-two cards. Five cards are dealt to each player, and the next card is turned for trump, as

at Euchre. The deal passes to the left, each player dealing in rotation.

The two following tables will show the rank and order of the cards when trumps, or when not so :

THE RANK AND ORDER OF THE CARDS WHEN TRUMPS.

Clubs and Spades.	Diamonds.	Hearts.
Five,	Five,	Five,
Knave,	Knave,	Knave,
Ace of Hearts,	Ace of Hearts,	Ace,
Ace,	Ace,	King,
King,	King,	Queen,
Queen,	Queen,	Ten,
Deuce,	Ten,	Nine,
Trey,	Nine,	Eight,
Four,	Eight,	Seven,
Six,	Seven,	Six,
Seven,	Six,	Four,
Eight,	Four,	Trey
Nine,	Trey,	Deuce. 13 in all.
Ten. 14 in all.	Deuce. 14 in all.	

THE RANK OF THE CARDS WHEN NOT TRUMPS.

Clubs and Spades.	Diamonds.	Hearts.
King,	King,	King,
Queen,	Queen,	Queen,
Knave,	Knave,	Knave,
Ace,	Ten,	Ten,
Deuce,	Nine,	Nine,
Trey,	Eight,	Eight,
Four,	Seven,	Seven,
Five,	Six,	Six,
Six,	Five,	Five,
Seven,	Four,	Four,
Eight,	Trey,	Trey,
Nine,	Deuce,	Deuce. 2 in all.
Ten. 13 in all.	Ace. 13 in all.	

10*

From these tables it will be observed, that the Five is first, and the Knave second in order, when trumps, and that the Ace of Hearts is always trump, and ranks as the third best card. The holder of the Five or Knave has the privilege of revoking when it suits him to do so; that is, he may retain the Five or Knave of trumps in hand, although trump be led, and the holder of the Ace of Hearts has also the privilege of revoking from any trump card but the Five or Knave; but in all other cases the players must follow suit when trumps are led, under penalty of forfeiting the amount of the stake. The largest trump always forces the smaller, as in the game of *Spoilt Five;* thus the Knave of trumps unguarded *must* be played upon the Five of trumps. The Ace of Diamonds, which is fourth in order when that suit is trumps, is the lowest when not trumps. The usual rank of the inferior card is reversed in the black suits, the Two being above the Three, the Three above the Four, and so on, the Ten ranking lowest, whether trumps or not.

When a lay suit is led, the players must follow suit or trump.

The King or Ace, when turned up by the dealer, counts five Any player holding the King of trumps, must, when it comes to his turn to play, lay out a card for it; and if the Ace should not be in play, the trump turned up is his. Should the Ace be out, the turned up trump belongs to its holder, and he who holds the King takes up the card he laid out. This is called "robbing the trump." The lead commences at the eldest hand, and each trick taken counts five. The game consists of Forty-five, and the player or players (if partners) first scoring that number, win the stakes.

There is a variety of Forty-five called the *Jenk Game*, which differs from the regular game in the following particulars:—1. The player can rob with the Ace only. 2. The King or Ace does *not* count five for the dealer when turned up. 3. When the dealer turns the Ace he has the privilege of discarding and taking it to hand, but he can only score for what it makes in actual play. 4. Thirty may be scored in each deal, five extra being counted for the best trump played; but, if no trump should be out, twenty-five only can be scored. 5. When a party takes all five tricks, he wins the game (this is called a *Jenk*). When all the tricks are not made by one party, the game must be continued in the ordinary manner, until forty-five is scored. A Jenk, however, counts out, whenever made.

COMMIT.

THIS game may be played by any number of persons, with a complete pack of cards, which are all dealt out, except the Eight of Diamonds, and a spare hand is dealt in the middle of the table, for the purpose of making stops in the playing, which is by sequences. When an Ace or a King is played, the person who plays it receives from each of the party a counter, or whatever may have been mutually agreed on ; and whenever any one has played out all his cards. the game is at an end ; and the person who is out (or has played all his cards), levies from all the rest of the party a counter for each card they hold, except that the Nine of Diamonds exempts the holder of it from paying. This Nine has also the privilege of being played in lieu of any other card, so as to prevent a stop ; but if played out, it does not exempt from paying for the cards in hand.

The Seven of Diamonds and the four Kings being certain stops, are of course eligible cards for the elder hand to play if he holds them ; or sequences which will lead to them, ought of course to be preferred. Thus, suppose A to play the Nine of Hearts,—he calls for the Ten—F plays it—A plays the Knave—D the Queen—and A the King, who then receives a counter from each player, and is entitled to begin a new sequence. Whenever a stop occurs to interrupt a sequence, the person who has played the last card begins again.

Note.—Aces are not necessarily stops, though Kings are, being the highest cards, but both entitle the players of them to counters from all round.

PUT.

PUT is hardly a game for gentlemen, though we have known more than one man claiming that title who has not disdained to play at it night after night. It is played with a complete pack, generally by two people, sometimes by three, and often by four. The cards rank differently in this game from all others, Treys being

the best, next the Deuce, then Ace, King, and so on in the usual order. After cutting for deal, &c., at which the highest Put-card wins, three cards, by one at a time, are given to each player; then the game is played in the following way:—If the non-dealer throw up his cards, he loses a point; if he plays, and the dealer does not lay down another to it, he gains a point; but should the dealer either win the same, pass it, or lay down one of equal value, form-ing what is styled a tie, the non-dealer is still at liberty to Put, that is, play or not, and his opponent then only gains a point; then if both parties agree to go on, whoever gains all the tricks or two out of three, wins five points, which are the game; if each player ob-tain one trick, and the third is a tie, then neither party scores.

Four-Handed Put differs only in that any two of the players give each his best card to his partner, who then lays out one of his, and the game is afterwards played as in Two-handed Put.

LAWS OF PUT.

1. If the dealer accidentally discover any of his adversary's cards, the latter may insist upon a new deal.

2. If the dealer discover any of his own cards in dealing, he must abide by the deal.

3. When a faced card is discovered during the deal, the cards must be reshuffled and dealt again.

4. If the dealer give his adversary more cards than are necessary, the adversary may call a fresh deal, or suffer the dealer to draw the extra cards from his hand.

5. If the dealer give himself more cards than are his due, the ad-versary may add a point to his game, and call a fresh deal, or draw the extra cards from the dealer's hand.

6. No bystander must interfere, under penalty of paying the stakes.

7. Either party saying " *I put*"—that is, *I play*—cannot retract, but must abide the event of the game or pay the stakes.

Considerable daring is necessary in this game, for a bold player will often " Put" upon very bad cards in order to tempt his adversary into giving him a point. Sometimes the hand is played with " Put-ting," when the winner of the three tricks, or of two out of three, scores a point. The best cards are—first the Treys, next the Deuces, and then the Aces; the Kings, Queens, Knaves, and Tens follow-

ing in order down to the Four, which is the lowest card in the pack. There are many more interesting games for two, three, or four players.

SPECULATION.

THIS lively, rattling, round game is soon learned. It is played with a perfect pack, each card having the same value as at Whist. Counters or checks are used as stakes. Three cards are dealt to each player, one at a time, face downward, the last being turned up as trump. No player may look at his cards, or turn up out of his turn. The highest trump clears the pool. Previous to the deal the dealer stakes five, and each player three counters, or any larger number that may be agreed on ; and the holder of every Knave and Five of each suit, except trumps, pays one counter to the pool. When the deal is completed, the eldest hand turns up his top card, and if it happen not to be a trump, the next player exposes his top card, and so on till a trump superior in value to the turn-up is shown. When a trump appears, its holder offers to sell, and the various players bid for it, and it then becomes the property of its purchaser, and the player next him to the right turns up, and so on till a better trump is shown, which its owner again offers and sells if he pleases ; the holder of the highest trump in the round, whether held by purchase or in hand, winning the entire pool. The holder of the trump card has always the privilege of concealing his hand till a superior trump appears, or of selling either hand or trump. No person looking at his card out of turn can be allowed to take the pool, even if he hold the best trump. To play Speculation well requires some judgment and memory, in remembering the cards out in the last deal, and the chances are against their reappearing in the round. As a merry game for Christmas parties, Speculation is without a rival, for it provides sufficient amusement without the gambling element predominating.

MATRIMONY.

THE game of Matrimony is played, at cards as in life, by several persons—by any number, in fact, from five to fourteen. The game consists of five chances, marked on a board or sheet of paper :—

Best.
The Ace of Diamonds turned up.

Confederacy King and Knave	INTRIGUE ; OR, QUEEN AND KNAVE.	Matrimony. King and Queen.
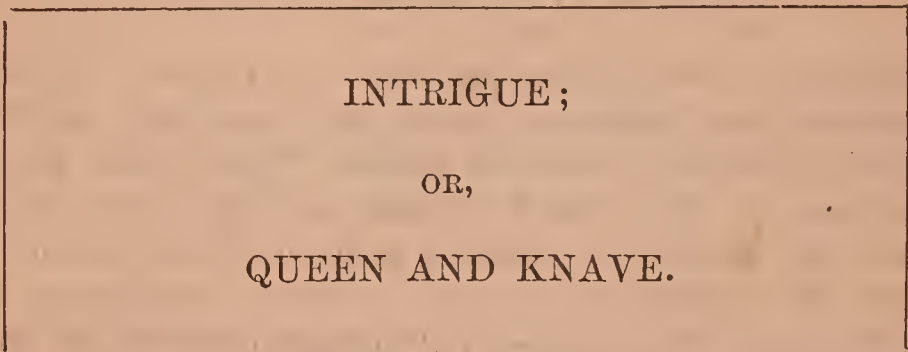
Pairs.
The Highest.

The deal is given to the lowest card cut. The stakes are determined—counters are generally used—and the dealer proceeds to place on each or any chance the sum he wishes to venture. The other players stake in like manner, but one counter fewer than the dealer. Then, if he stakes ten, they each place nine counters on the chance. Two cards are then dealt to each player, beginning with the elder hand (the left of the dealer), face downward. A third card is then dealt round, face upward. If Ace of Diamonds (best) be turned up, the holder of that card clears the board ; but if it be merely held in hand, it ranks as the other Aces. But if there be no Ace of Diamonds turned up, then the King or the next highest card in that suit wins the chance called *best*. The hands are then turned up, and the holders of intrigue, matrimony, &c., take the stakes placed on those points. When two or more players happen to hold like cards, as pairs, King and Knave, &c.—the elder hand wins the stake ; but if any chance be not gained it stands over till the next deal ; but the stakes may be increased on any unclaimed point. Remember that Ace of Diamonds is *best ;* King and Queen *matrimony ;* King and Knave *confederacy ;* and any pair the *highest.* Matrimony is a very easy, amusing round game, soon learned.

CONNECTIONS.

THREE or four persons may play at this game. The cards bear the same value as at Whist; and if three play, ten cards are dealt to each; but if four, then only eight. Diamonds are always trumps, and the several *connections* are—

1. The two black Aces.
2. Ace of Spades and King of Hearts.
3. Ace of Clubs and King of Hearts.

The pool is made up by each player contributing a certain sum equally; and then, when the cards are dealt, each person takes up his hand. Supposing a dime each to be staked, the holder of the first connection is entitled to three cents; of the second to two cents; and of the third, or of the greatest number of tricks, a cent for each, or in similar proportion, according as higher or lower stakes are agreed on.

A trump played in any round where there is a connection, wins the trick—otherwise it is gained by the player of the first card of connections; and after a connection, any following player may trump without incurring a revoke, whatever suit may be led; the person holding a card of connection is at liberty to play it, but the others must, if possible, follow suit, unless one of them can answer the connection, which should be done in preference.

No money can be drawn till the hands are finished; then the possessors of the connections are to take first according to precedence, and those having the majority of tricks take last.

This easily acquired game is very amusing, luck being the arbiter.

POPE JOAN.

THIS pleasant game is played by any number, from three to a dozen, who use the well-known round board, divided into compartments.

The Eight of Diamonds is first taken from the pack, and after settling the deal, shuffling, &c., the dealer *dresses the board*, by

putting the counters or other stakes, *one* each to *Ace, King, Queen, Knave*, and *game*; *two* to *matrimony*, *two* to *intrigue*, and *six* to the *Nine of Diamonds*, styled *Pope*. This dressing is, in some companies, at the individual expense of the dealer, though, in others, the players contribute each two counters. The cards are then dealt round equally to every player, one turned up for trump, and about six or eight left in the stock to form *stops;* as, for example, if the Ten of Spades be turned up, the Nine consequently becomes a stop. The four Kings and the Seven of Diamonds are always fixed stops, and the dealer is the only person permitted, in the course of the game, to refer occasionally to the stock for information what other cards are stops in their respective deals. If either Ace, King, Queen, or Knave happens to be the turned-up trump, the dealer may take from the board the counters deposited in those compartments; but if Pope be turned up, the dealer is entitled both to that and the *game*, besides a stake for every card dealt to each player. Unless the game be determined by Pope being turned up, the eldest hand begins by playing out as many cards as possible; first the stops, then Pope, if he have it, and afterwards the lowest card of his longest suit, particularly an Ace, for that never can be led through. The other players follow, when they can, in sequence of the same suit, till a stop occurs, when the party having the stop becomes eldest hand, and leads accordingly; and so on, until some person parts with all his cards, by which he wins the pool (game), and becomes entitled, besides, to a counter for every card not played by the others. The holder of Pope, then in hand, is excused from paying. King and Queen form *Matrimony;* Queen and Knave make *Intrigue*, when in the same hand. But neither these, nor Ace, King, Queen, Knave, nor Pope, entitle the holder to the stakes deposited in their several compartments, unless played out. No claim can be allowed after the board be dressed for the succeeding deal. In all such cases the stakes remain for future determination. This game requires a little attention to recollect the stops made in the course of the play; as, for instance, if a player begin by laying down the Eight of Clubs, then the seven in another hand forms a stop, whenever that suit be led from any lower card; or the eldest hand may safely lay it down, in order to rid himself of his cards. Pope Joan is a capital round game for Christmas parties.

COMMERCE.

THERE are several ways of playing this amusing round game. The simplest is as follows :

The deal having been determined, each player deposits an equal stake in the pool; the cards are then all given out, one at a time; the elder hand then exchanges a card with his left-hand neighbor; the second with the third, the third with the fourth, and so on, till one obtains a hand consisting all of one suit, when he exclaims, " My ship sails," and clears the pool.

Another plan is the following :

Each player deposits an equal stake in the pool, and the banker (dealer) gives three cards all round, and asks " Who'll trade?" The players, beginning with the elder hand, either " trade for ready money" or " barter." By the first is meant, giving a card and counter to the dealer, who places the card under the remainder of the pack, which is called " the stock," and gives a card from the top in exchange. The counter is passed to the banker, who then trades with the stock free of expense. " Barter" means exchanging a card with the right player. Barter cannot be refused, unless the player of whom the exchange is requested, decides to stand on his cards without trading or bartering. The trading and bartering is concluded by one having obtained the highest tricon, which wins the pool.

The object of the trading or bartering is to obtain—1, a *tricon* (three like cards, like a pair-royal in Cribbage); 2, a *sequence*, or three following cards of the same suit; 3, a *point*, or the smallest number of pips on three cards of the same suit. The Ace reckons for eleven, the Tens and court cards for ten each, and the other cards according to the number of their pips. The highest *tricon* wins the pool; if no tricon is shown, then the highest *sequence*, or the best *point*, in failure of a sequence. The banker reckons as eldest hand in case of ties; and if he holds a lower *tricon* or *sequence* than either of the others, he loses the game, and pays a counter to each player higher than himself.

LOTTERY.

THIS is a very amusing round game, at which any number may play; with a full pack of cards, or two or three packs mixed together, according to the number playing. The simplest way of playing Lottery is to take at random three cards from a pack and place them face downward, for prizes, on the table. A banker having being chosen by lot, every player purchases from the other pack or packs any number of cards, paying a certain quantity of counters for each. These counters are put in different proportions on the three prizes which are gained by those who happen to have purchased corresponding cards. Such cards as happen not to be drawn are continued to the next deal.

Another plan is as follows: Two complete packs of cards are used, one serving for *tickets* and the other for *lots* or prizes. Counters are then distributed in equal numbers to each player, and a certain proportion of the whole is placed in a box or dish on the table to form the fund of the lottery.

The players sit round the table, and two of them take the two packs of cards, and after well shuffling them, have them cut by their left-hand neighbors. One deals a card to each player, face downwards. These are called the *lots*. Each player then places on his lot what number of counters he thinks proper. The lots being thus prized, he who has the other pack deals likewise to each player one card, which are called the *tickets*. Each player having received his card, the lots are then turned, and each examines whether his ticket answers to any of the lots; he or they whose cards correspond to any of those, take up the lot or prize that is marked on that card.

The two dealers then collect those cards that belong to their respective packs, and after having shuffled them, deal again in the same manner as before, the lots being laid down and drawn by the tickets in the manner mentioned; and such lots as remain undrawn are to be added to the fund of the lottery. This continues till the fund is all drawn out, after which each player examines what he has won, and the stakes are paid in money by him who drew the lottery, whose business it is to collect and divide it.

SIFT SMOKE.

A COMPLETE pack of cards is divided into halves, one portion being dealt round to the players and the others remaining on the table, the last card dealt being the trump. The cards rank as at Whist. The tricks are of no value; but each player must follow the suit led or play a trump. For each trick gained, the player takes a card from the undealt portion, and he who can hold out longest wins the stake previously agreed on.

SNIP-SNAP-SNOREM.

THIS amusing game is very simple. It is played by any number with a full pack of cards. The players, having placed before them five cents or counters as " stock," the cards are dealt in the usual way. The *motif* of the game consists in playing a card of equal value with that of the next player. This *snips* you. If the third player has a card of like value, you are *snapped ;* and then if a fourth card be played by the following player, you are *snored.* Thus, say A, the elder hand, plays a Knave, and B likewise plays a Knave ; A is *snipped*, and places one counter in the pool. If C has also a Knave, B is *snapped*, and pays *two* into the pool; and if D has the other Knave, C is *snored*, and pays in *three.* The fourth, of course, is safe, because all the four Knaves are now played. No person can play out of his turn ; but every one must *snip* or *snap* when it is in his power. When any player has paid into the pool his *five* cents or counters, he retires from the game, and the pool becomes the property of the person whose stock holds out longest. The cards are sometimes dealt three or four times before the game is decided ; but if the players are reduced to two or three, they have dealt them thirteen cards each. The deal is taken in rotation, but no advantage remains with the dealer.

KENO.

KENO, as played in this country, is simply the game of Loto, and in some communities, is quite popular. It is played as follows:

There are 100 ivory knobs or balls, about the size of a boy's marble, numbered from 1 to 100, and a board with cavities cut therein, to place the balls as drawn. Upon each card are three lines of figures, each line having five numbers, thus, 24, 16, 9, 40, 3. These lines are formed by the different combinations of all the numbers from 1 to 100. At the beginning of the game each player buys a card, at a price mutually agreed upon, this money constituting the pool to be played for. The balls are then carefully examined, and put into an urn, as here represented.
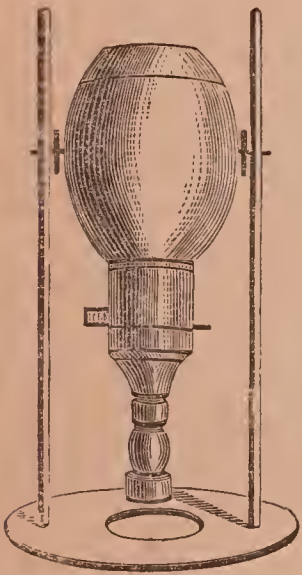
The balls being thoroughly mixed by several revolutions of the urn, the valve at the bottom is opened, and a single ball drops out, and its number announced by the conductor of the game. The player who happens to have the number upon his card, immediately places a button upon it. Again, the urn is revolved and a second number proclaimed, which is noted in the same manner, by a button, as the first; and thus the numbers are continued to be drawn, until one of the players cries, "*Keno!*" which means that the five numbers upon one of his lines have been drawn. The card is then submitted for inspection, and, if correct, the fortunate player receives the pool, minus the per centage taken by the keeper of the game.

The balls are then returned to the urn, and the play goes on as before, with the same cards, or others, at the option of the player.

CHESS.

OF the origin of Chess nothing really is known. The paternity of Homer is claimed by many cities, and like it, various nations contend for the honor of having invented Chess. The Chaldeans, the Arabians, the Saracens, the Persians, the Greeks, the Italians, the Chinese, the Japanese, and various tribes of Orientals, have asserted their right to be considered the authors of this noble game; but, in fact, its origin is lost in the mists of antiquity. It is impossible to give the palm to any one of these people above all others, for probably each improved a little upon it, till it has arrived at its present state of perfection. Homer tells us that it was played at the siege of Troy, Palamedes having invented it to divert the Grecian chiefs during the tediously long years they sat down before the walls of the famous city and demanded the restitution of that historical Cyprian, the beautiful Helen. Herodotus, "the father of history," also attributes its invention to the Greeks; but Bochartus supposes it to be of Oriental extraction, and to have come to us from Persia, through Arabia. This is generally admitted to be the most probable conjecture, as most of the terms employed in the game are either translations or corruptions of Arabic or Persic words. Thus, we are told the word check is derived from the Persian word *schach*, or *shiek*, the King, and *mat*, dead; hence, *checkmate*, the King is dead.

But India claims the paternity of the game, Chess having been played in Hindostan, China, and Japan from time immemorial. Sir William Jones, the great Oriental scholar, tells us that it was invented, nearly four thousand years ago, by a certain Queen of Ceylon; and Mr. Irwin has the following account of its origin, as given in an ancient Chinese manuscript:—"Three hundred and seventy years after the time of Confucius, Hung Cochee, King of the Kiangnan, sent an expedition into the Shensi country, under the command of a mandarin called Hensing, in order to conquer it. After an unsuccess-ful campaign, the soldiers were put into winter quarters, where, finding the weather much colder than they had been accustomed to, and be-

ing, besides, deprived of their wives and families, the army became impatient of their situation, and clamorous to return home. Hensing upon this, revolved in his own mind the bad consequences of complying with their wishes : the necessity of soothing his troops and reconciling them to their position, appeared urgent, with a view to his operations in the ensuing year. He was a man of genius as well as a good soldier ; and, having meditated for some time on the subject, he invented the game of Chess, as well for an amusement to his men in their vacant hours as to inflame their military ardor—the game being founded wholly on the principles of war. The stratagem succeeded entirely to his wishes. The soldiery were delighted with the diversion, and forgot, in their daily contests for victory, the inconvenience and hardship of their situation.''

This, it will be seen, is but a variation of the Greek story. A similar legend exists among the Japanese, the Icelanders, and the Italians. But to what nation or person soever the origin of the game belongs, it is certain that its inventor must have possessed no common order of mind, for it is as popular now, in the days of commerce and the electric telegraph, as it was two thousand years ago.

From its very nature Chess has always been a favorite game with warriors and students. We are told that Tamerlane, the great conqueror, was a devoted lover of the game, and that he was playing it at the very moment that Bajazet was brought into his camp a prisoner. Charles the First is said to have been so deeply engaged in a game at Chess that he did not desist from it, even when news was brought him of the final intention of the Scots to sell him to the English. King John was playing at Chess when the deputies from Rouen came to inform him that the city was besieged by Philip Augustus ; but so absorbed was he that he finished the game before he gave them audience. Numerous anecdotes of this kind are current among Chessplayers. Two or three others will suffice. In the chronicle of the Moorish kings of Granada, it is related that, in 1396, Mehemed Babba seized on the crown then worn by his elder brother ; but in all his enterprises he was unsuccessful, and was finally poisoned, like Nessus, by a medicated shirt. During the wars with Castille, he dispatched an officer to the fort of Salobrena, with orders to put his brother Juzaf to death, in order to secure the succession to his own son. On arriving at the fort, the messenger of death found the prince Juzaf engaged in a game of Chess with a priest. The officer announced his dread mission, but the prince begged hard to be allowed to finish the

game   At first he alcade was inexorable, but, becoming interested in the progress of the game, gave the prince two hours' respite.   These two hours were eventful.   The game went on, but during its progress a messenger arrived with the news of Mehemed's death, and Juzaf was instantly proclaimed king in his stead.   A similar anecdote is related by Dr. Robertson in his History of Charles the Fifth.   John Frederic, Elector of Saxony, having been taken prisoner by Charles, was condemned to death.   The royal decree was intimated to him while playing Chess with his fellow-prisoner, Ernest of Brunswick.   After a brief pause, and a few reflections on the injustice of his sentence, the Elector turned to his antagonist, and exclaimed, " At least, let us finish our game before I die."   He played with his usual skill and ingenuity ; and having beaten Ernest, expressed his satisfaction at the victory, and signified his readiness to accompany his jailer to the place of execution.   But, during the time occupied in the game, a mandate had arrived, commuting his punishment into five years' imprisonment.

But enough of history and anecdote.   Much more might be said of both, but it is time that we proceed to the actual practice of the game.*

THE BOARD AND THE PIECES.

The game of Chess—as practised in this country, and by the principal nations of the world—is played by two persons, on a board containing sixty-four squares, alternately colored black and white, or red and white.   Each player has eight pieces and eight pawns, one set usually white, and the other black or red.   The *pieces* on each side are—King, Queen. two Rooks, two Bishops, two Knights, with eight soldiers, called Pawns, one belonging to each piece.   On commencing the game, the board should be set with a white square at the right-hand corner.   The lines of squares running upwards are termed *files*, those from left to right are called *ranks* or *lines*, while those running obliquely are known as *diagonals*.   As to the disposition on the board, perhaps a single diagram will be more instructive than any number of words.   In the following diagram, therefore, we have the

---

* The editor of this work acknowledges that he has made liberal extracts from Mr. Staunton's Hand-Book of Chess, and also from an admirable treatise on Chess, by the accomplished English gentleman who writes under the *nom de plume* of Captain Crawley.

CHESS-BOARD, WITH THE PIECES PLACED IN THEIR PROPER ORDER.
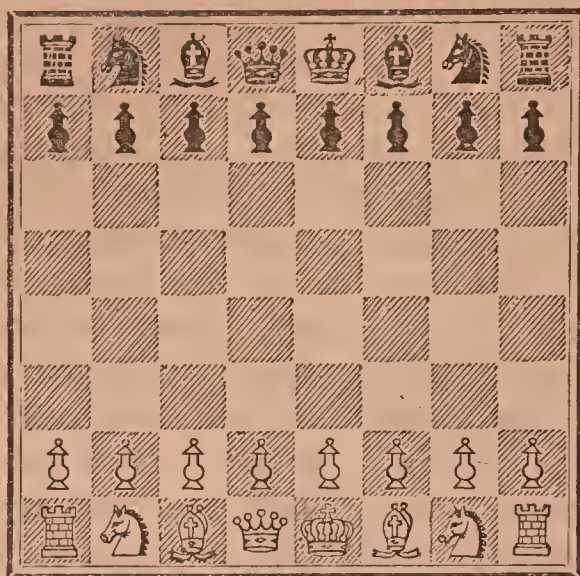
MOVEMENT OF THE PIECES AND PAWNS, AND MODE OF CAPTURING AN ADVERSE MAN.

A knowledge of the moves peculiar to these several men is so diffi-cult to describe in writing, and so comparatively easy to acquire over the chess-board, from any competent person, that the learner is strong-ly recommended to avail himself of the latter means when practicable : for the use, however, of those who have no chess-playing acquaint-ance at command, the subjoined description will, it is hoped, suffice.

The " Pieces," by which title the eight superior officers are tech-nically designated, in contradistinction to the " Pawns," all take in the same direction in which they move. This act consists in remov-ing the adverse Piece or Pawn from the board, and placing the captor on the square the former occupied. To make this clear, we will begin with the King, and show his mode of moving and of capturing an ad-verse man.

THE KING.

The King can move one square only at a time (except in " Cas-tling," which will be explained hereafter), but he can make this move in any direction, forwards, backwards, laterally, or diagonally. He can take any one of the adversary's men which stands on an adjoin-ing square to that he occupies, provided such man is left unpro-tected, and he has the peculiar privilege of being himself exempt from capture. He is not permitted, however, to move into check, that is,

on to any square which is guarded by a Piece or Pawn of the enemy, nor can he, under any circumstance, be played to an adjacent square to that on which the rival King is stationed. Like most of the other Pieces, his power is greatest in the middle of the board, where, without obstruction, he has the choice of eight different squares. At the sides, he may play to any one of five, but when in the angles of the board, three squares only are at his command.

Supposing diagram No. 2 to show the position of the men towards the conclusion of a game, and it being either party's turn to play, he could take the adverse Pawn from the board, and place his King on the square it occupied ; and, by doing so, the King would not depart from the order of his march, which, as we have before said, permits him to move *one step* in every direction. In each of these instances we have placed the Pawn in *front* of the King, but he would be equally entitled to take it were it standing on any other part of the eight squares immediately surrounding him, *always provided it was not sustained or guarded by some other Piece or Pawn.*

THE QUEEN.

The Queen is by much the most powerful of the forces. She has the advantage of moving as a Rook, in straight lines, forwards, backwards, and sideways, to the extent of the board in all directions, and as a Bishop, diagonally, with the same range. To comprehend her scope of action, place her alone in the centre of the board; it will then be

No. 2.
BLACK.
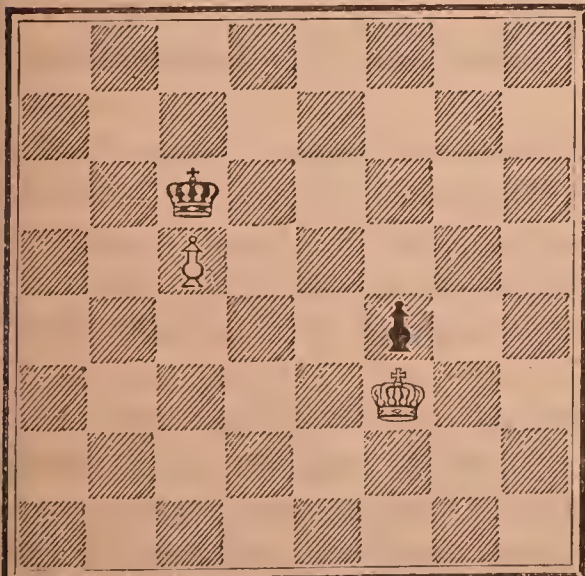
WHITE.

No. 3.
BLACK.
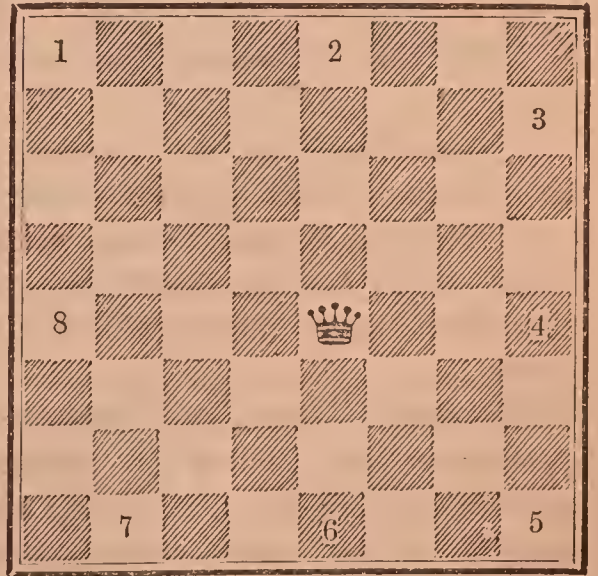
WHITE.

seen that she has the command of no less than twenty-seven squares, besides the one she stands on.   (See Diagram No. 3.)

Thus placed in the middle of the board, the range of the Queen is immense.   She has here the option of taking any one of eight men at the extremity of the board, on the squares respectively numbered 1, 2, 3, 4, 5, 6, 7, and 8, should her line of march be unobstructed; and if these men were nearer, on any of the intermediate squares, she would be equally enabled to take any one of them at her choice.   Like all the other Pieces and Pawns, she effects the capture by removing the man from the board, and stationing herself on the vacated square.

THE ROOK.

No. 4.

BLACK.

No. 5.
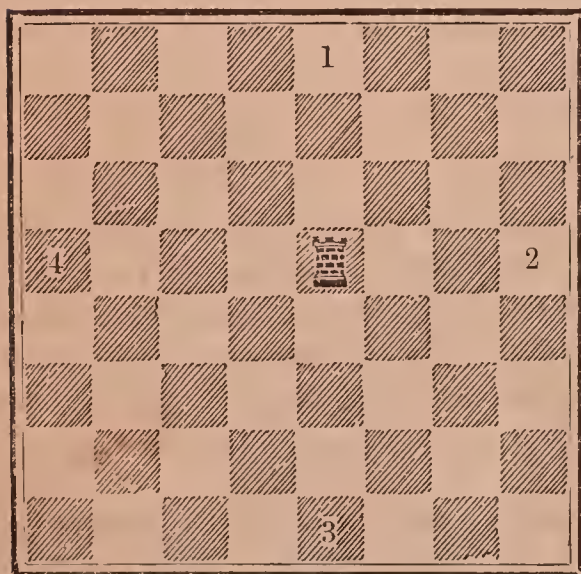
BLACK.
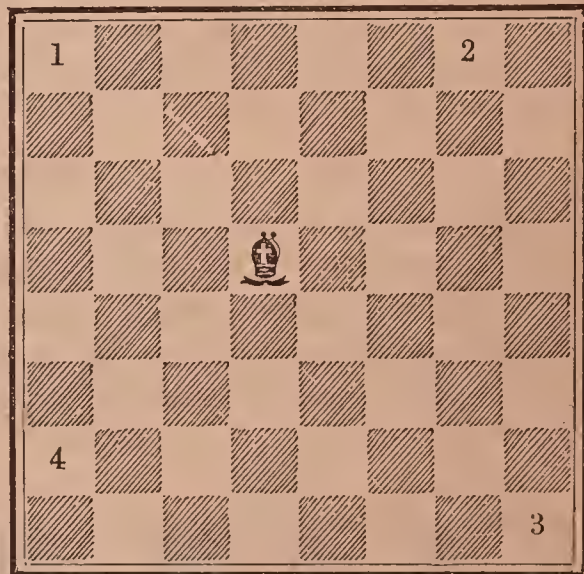
WHITE.

WHITE.

The Rook, or Castle, is next in power to the Queen.   He moves in a straight line, forwards, backwards, or sideways, having a uniform range, on a clear board, of fourteen squares, exclusive of the one he occupies.

The Rook has the same power in taking as the Queen forwards, backwards, and sideways, but he cannot, like her, take any man diagonally.

For example, place the Rook in the centre of the board, and an opposing man on each of the squares numbered, and the Rook has the power of taking any of the four; and he has the same power if the Pieces are one or two squares closer to him, or immediately surrounding him, in the direction indicated by the four figures.   (See Diagram No 4.)

THE BISHOP.

The Bishop moves diagonally forwards or backwards, to the extent of the board. It follows, therefore, that he travels throughout the game only on squares of the same color as the one on which he stands when the game begins, and that each player has a Bishop running on white squares, and one on black squares. When placed on a centre square of a clear board, he will be found to have a range of thirteen squares.

The Bishop takes, as he moves, diagonally, either forwards or backwards, his range extending, on unobstructed squares, to the extent of the diagonal line on which he travels. (See Diagram No. 5.)

THE KNIGHT.

No. 6.   No. 7.

BLACK.   BLACK.
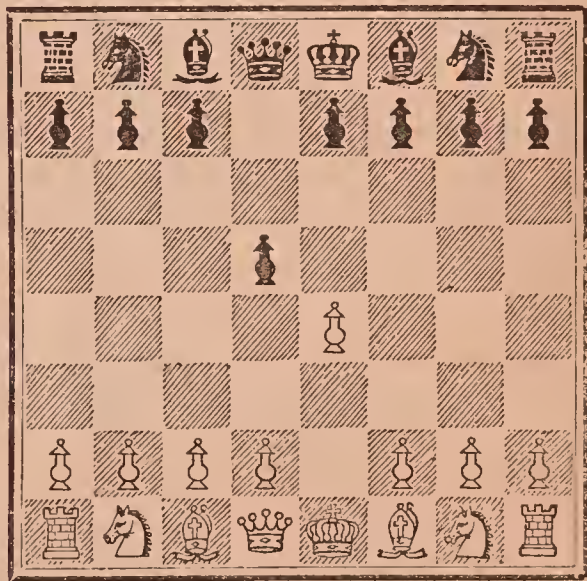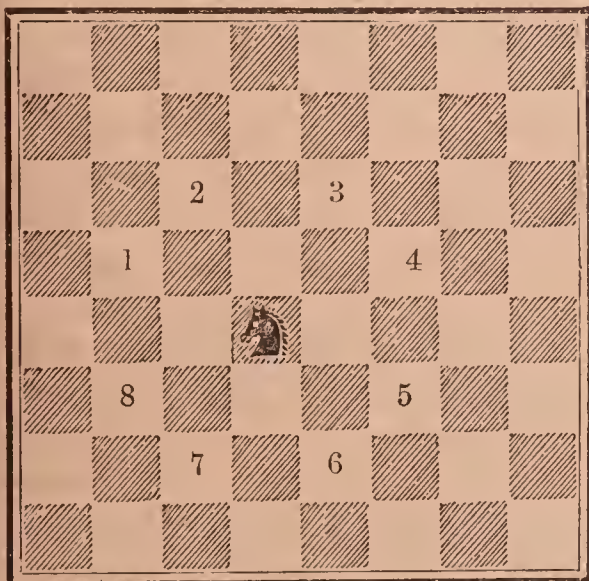
WHITE.   WHITE.

The action of the Knight is peculiar, and not easy to describe. He is the only one of the Pieces which has the privilege of leaping over another man. The movements of the others are all dependent on their freedom from obstruction by their own and the enemy's men. For example, when the forces are duly arranged in order of battle before the commencement of the game, the Knight is the only one of the eight capital Pieces which can be played before the Pawns are moved—King, Queen, Bishop, and Rook are all hemmed in by the rank of Pawns, which they cannot overleap; but the Knight, having the liberty

of springing over the heads of other men, can be brought into the field at once.   His move is one square *in a straight line*, and *one in an oblique direction.*

His power and method of taking an opponent's man will be seen from Diagram No. 6, p. 245.

In this situation, in the centre of the board, he would have the power of taking any one of the men stationed on the squares numbered, by removing the man and placing himself on the vacant square.

THE PAWN.

The Pawn moves only one square at a time, and that *straight forward,* except in the act of capturing, when it takes one step diagonally to the right or left file on to the square occupied by the man taken, and continues on that file until it captures another man.   It may however, for its *first* move advance *two* steps, *provided no hostile Pawn commands the first square over which he leaps,* for, in that case, the adverse Pawn has the option of taking him in his passage, *as if he had moved one step only.*   A Pawn is the only one of the forces *which goes out of his direction to capture,* and which has not the advantage of moving backwards; but it has one remarkable privilege, by which, on occasions, it becomes invaluable; *whenever it reaches the extreme square of the file on which it travels, it is invested with the title and assumes the power of any superior Piece, except the King, which the player chooses.*   From this circumstance it frequently happens that one party, by skilful management of his Pawns, contrives to have two, and sometimes even three Queens on the board at once, a combination of force which of course is irresistible.

As we before observed, the Pawn is the only man which captures in a direction different from his line of march.   Suppose, at the opening of the game, White begins by playing King's Pawn to King's fourth square (see Chess Notation, p. 248), Black may reply in the same manner with King's Pawn to King's fourth square, and neither Pawn can do more than remain an obstruction to the onward march of the other, but if Black answer instead with King's Bishop's Pawn to Bishop's fourth, or as in Diagram No. 7, with Queen's Pawn to Queen's fourth, then White, if he choose, may take the adverse Pawn from the board and place his own in its stead.

CHESS NOTATION.

Within the present century a system of Chess notation has been generally adopted, which renders the playing of games by correspondence not only possible, but perfectly easy. The plan now employed by all players in describing the moves of a game is very simple. First, we suppose the board to be divided into two parts. Each half of the board is then subdivided, and each square takes its name from the piece that commands it at the commencement of the game. Thus, the square on which either King is placed at starting is called the King's square; the one immediately in front, the King's second square; the next, on the same file, the King's third square, and so on. The Bishop standing next to the King is known as the King's Bishop, and the square he occupies, the King's Bishop's square; the squares in front are called the King's Bishop's second, third, fourth, fifth squares, &c. Next to the King's Bishop stands the King's Knight, and the square on which he stands is called the King's Knight's square; and the squares in front, the King's Knight's second, third, &c., squares. In the corner stands the King's Rook, and the squares before him are called after his name. On the other side of the King stands the Queen, on the Queen's square—the Queen's Bishop, Queen's Knight, and Queen's Rook being placed on their respective squares as on the King's side, and the squares in front of each piece being called after the names of the pieces as before. The Pawns take their names from their superior officers. Thus, the Pawn before the King is called the King's Pawn; that before the Queen, the Queen's Pawn; that before the King and Queen's Bishop, the King's or Queen's Bishop's pawn; and so, also, of the Knights and Rooks. Perhaps it would be an improvement, especially when the player intends to win by a particular Knight or Pawn, if the Knights and Pawns were stamped with letters, showing to what piece they originally belonged.

By an examination of the following diagram, this system of Chess notation will be seen at a glance. The white pieces are moving upward.

BLACK.

Q.R.sq. Q.R.S.	Q.Kt.s. Q.Kt.S.	Q.B.sq. Q.B.S.	Q.sq. Q.S.	K.sq. K.S.	K.B.sq. K.B.S.	K.Kt.s. K.Kt.S.	K.R.sq. K.R.S.
Q.R.2. Q.R.7.	Q.Kt.2. Q.Kt.7.	Q.B.2. Q.B.7.	Q.2. Q.7.	K.2. K.7.	K.B.2. K.B.7.	K.Kt.2. K.Kt.7.	K.R.2. K.R.7.
Q.R.3. Q.R.6.	Q.Kt.3. Q.Kt.6.	Q.B.3. Q.B.6.	Q.3. Q.6.	K.3. K.6.	K.B.3. K.B.6.	K.Kt.3. K.Kt.6.	K.R.3. K.R.6.
Q.R.4. Q.R.5.	Q.Kt.4. Q.Kt.5.	Q.B.4. Q.B.5.	Q.4. Q.5.	K.4. K.5.	K.B.4. K.B.5.	K.Kt.4. K.Kt.5.	K.R.4. K.R.5.
Q.R.5. Q.R.4.	Q.Kt.5. Q.Kt.4.	Q.B.5. Q.B.4.	Q.5. Q.4.	K.5. K.4.	K.B.5. K.B.4.	K.Kt.5. K.Kt.4.	K.R.5. K.R.4.
Q.R.6. Q.R.3.	Q.Kt.6. Q.Kt.3.	Q.B.6. Q.B.3.	Q.6. Q.3.	K.6. K.3.	K.B.6. K B.3.	K.Kt.6. K.Kt.3.	K.R.6. K.R.3.
Q.R.7. Q.R.2.	Q.Kt.7. Q.Kt 2.	Q.B.7. Q.B.2.	Q.7. Q.2.	K.7. K.2.	K.B.7. K.B.2.	K.Kt.7. K.Kt.2.	K.R.7. K.R.2.
Q.R.S. Q.R.sq.	Q.Kt.S. Q.Kt.s.	Q.B.S. Q.B.sq.	Q.S. Q.sq.	K.S. K.sq.	K.B.S. K.B.sq.	K.Kt.S. K.Kt.s.	K.R.S. K.R.sq.

WHITE.

It is necessary that the amateur should make himself fully acquainted with this very simple system, as it is used in all the games and problems we shall hereafter introduce.

Mr. Morphy, and other fine players of our acquaintance, have obtained considerable celebrity by being able to play without seeing the board; in fact, some of them are able to play two or three games simultaneously. Mr. Morphy, indeed, plays *eight* games at one time, blindfold! Of course these feats are mere efforts of memory, and have nothing to do with the game except as curiosities. But their accomplishment would be utterly impossible without a thorough knowledge of this, or some other equally good, system of Chess notation. Various other plans have been suggested, but they are all inferior to this.

The following abbreviations are necessary in Chess notation, and will be used throughout the balance of this treatise :

K......................	for King.	P.................	"	Pawn.
Q.	" Queen.	Sq.................	"	Square.
R.....	" Rook.	Adv..............	"	Adversary.
B......................	" Bishop.	Ch....	"	Check or Checking.
Kt......................	" Knight.	Dis. Ch............	"	Discovering Check.

TECHNICAL TERMS IN USE AMONG CHESS-PLAYERS.

Castling.—Although, as a general rule, the move of the King is restricted to one square at a time, he has the privilege under certain conditions, once in the game, of moving in conjunction with either of the Rooks two squares. This peculiar movement is called *Castling*, and is performed in the following manner :—If a player wishes to castle on his King's side of the board, he moves the King to K. Kt's. sq., and then places the K's Rook on K. B's square, If he castle on the Queen's side, he plays his King to Q. B's sq., and Q's Rook to Q's sq. The object of this compound move is to place the royal Piece in safety, and at the same time bring the Rook from the corner square into better play.

The conditions under which a player is permitted to castle are :—1st. The King must not be in check. 2d. The King must not have moved. 3d. The Rook must not have moved. 4th. The King must not pass over or on to any square attacked by an enemy's man. And 5th. There must be no Piece, either of his own or the adversary's, between the King and the Rook.

In exemplification of the importance of castling, to escape from an attack, and to retort one on the adversary, see Diagram No. 8 (p. 253).

Check and Checkmate.—The King is said to be in *check* when he is attacked by any Piece or Pawn, for it being a fundamental law of Chess that the King can never be taken, whenever any direct attack upon him is made, he must be warned of his danger by the cry of *check*, and the player is then compelled either to remove his King *out* of *check*, or parry the check by interposing a man between the King and the attacking Piece, or capture the checking man.

When he can do none of these three things, he is *Checkmated*, and the game won by the other side. (See Diagram No. 9.) When the King is directly attacked by the Piece played, it is a *simple* check ; but when the Piece moved does not itself give check, but unmasks another which does, it is called a *discovered check*. (See Diagram No. 8.) The third species of check is named the *double check*, where the King is attacked both by the Piece moved and the one discovered. The fourth description is called *perpetual check*, a case which arises when a player has two or more squares on which he can give check, and his opponent can only parry one check by affording an opportunity for another. If the first player then persists in the repetition of these

11*

particular checks, the game must be abandoned as drawn. (See Diagram No 10.)

Doubled Pawn.—When two Pawns of the same color are on the same file, the front one is called a *doubled pawn*.

Drawn Game.—When neither party can give checkmate, the game is drawn. This may arise from several causes, as:—1st. *Perpetual check*. 2d. Where there is not sufficient force to effect a mate, as a King and a Knight only, or a King and two Knights, &c., &c. 3d. Where one party has force sufficient, but is ignorant of the proper mode of applying it, and thus fails to checkmate his helpless adversary within the fifty moves prescribed by the 22d law. 4th. Where both parties persist in repeating the same move from fear of each other. 5th. Where both parties are left with the same force at the end, as a Queen against a Queen, a Rook against a Rook, and the like, when, except in particular cases, the game should be resigned as a drawn battle. And 6th. When one of the Kings is *stalemated*.

En Prise.—When a Piece or Pawn is in a situation to be taken by the enemy, it is said to be *en prise*. To put a Piece *en prise*, is to play it so that it may be captured.

The Exchange.—When a player gains a Rook for a Bishop or a Knight, it is termed *winning the exchange*.

False Move.—Any illegal move, such as castling when the King has been moved or is in check, moving a Rook diagonally, or a Bishop like a Knight, is called a false or an " impossible" move.

Fool's Mate.—This is the simplest of all checkmates, being accomplished in two moves in the following manner :—

WHITE.	BLACK.
1. K. Kt. P. to K. Kt's 4th.	1. K. P. to K's 4th.
2. K. B. P. to K. B's 4th.	2. Q. to K. R's 5th, checkmate.

It cannot possibly be given by the first player.

Forced Move.—When a player has only one legal move at command, it is said to be a *forced move*.

Gambit.—This word is derived from an Italian phrase in wrestling, and signifies a movement by which the adversary is tripped up. In Chess, this is attempted by the first player putting a Pawn *en prise* of the enemy early in the game, by which he is enabled more rapidly and effectually to develop his superior Pieces. There are several gambits, but the most important, and one which includes many others, is the King's gambit, commenced as follows :

WHITE.	BLACK.
1. K. P. to K's 4th.	1. K. P. to K's 4th.
2. K. B. P. to B's 4th.	2. P. takes K. B. P.

The Pawn offered by the first player here at his second move is called the Gambit Pawn, and when taken by the adversary the opening becomes a gambit.

The varieties of the gambits are often designated by the names of the players, who invented or first brought them into vogue—as the *Muzio* gambit, the *Salvio* gambit, the *Allgaier* gambit, the *Lopez* gambit ; while others obtain their names from the opening moves of the first player, as the King's Bishop's gambit, which begins thus :

WHITE.	BLACK.
1. K. P. to K's 4th.	1. K. P. to K's 4th.
2. K. B. P. to B's 4th.	2. P. takes P.
3. K. B. to Q. B's 4th.	

and is so called because the K's Bishop is played out at the 3d move instead of the K's Knight.

There is also the Queen's gambit, of which the opening moves are—

WHITE.	BLACK.
1. Q. P. to Q's 4th.	1 Q. P. to Q's 4th.
2. Q. B. P. to B's 4th.	2. P. takes P.

The gambits are the most brilliant and animated of all the openings, full of hair-breadth 'scapes and perilous vicissitudes, but affording an infinitude of beautiful and daring combinations.

" *Giuoco Piano*," a solid and instructive modification of the King's Knight's game, is of all others the most generally practised by the leading players. The opening moves are :—

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3d.	2. Q. Kt. to B's 3d.
3. K. B. to Q. B's 4th.	3. K. B. to Q. B's 4th.

To Interpose.—When the King is checked, or any valuable Piece in danger from the attack of an enemy, you are said to *interpose* a man when you play it between the attacked and attacking Piece.

Isolated Pawn.—A Pawn which stands alone, without the support and protection of other Pawns, is termed an *isolated* Pawn.

J'adoube.—A French expression, signifying " I arrange," or " I re-place," which is used by a player when he touches a man merely to adjust its position on the board, without intending to play it. (See the 7th law.)

Minor Pieces.—The Bishop and Knight, in contradistinction to the Queen and Rook, are called *Minor Pieces.*

The Opposition.—A player is said to have the opposition when he can place his King directly in front of the adverse King, with only one square between them. This is often an important advantage in ending games.

Party.—From the French *partie.* Frequently used by modern writers instead of the word "game."

Passed Pawn.—A Pawn is said to be a *passed* one when the adversary has no Pawn to obstruct its march on the same file, or on either of the next files to the right or left.

Pion Coiffé, or Marked Pawn.—This is a description of odds but rarely given, and only when there is a vast disparity between the skill of the players. It consists in one party placing a *cap* or ring on one of his Pawns, and undertaking to checkmate his opponent with that particular Pawn. He is not allowed to *Queen* the Pawn, and if he loses it, or happens to checkmate his opponent with any other man, he forfeits the game. The Pawn usually *capped* is the King's Knight's, because it can be more readily and effectually surrounded by protecting Pieces.

To Queen a Pawn or to Advance a Pawn to Queen.—When a player has contrived to advance a Pawn to the eighth or last square of the file, it assumes the rank and power of a Queen or of any other Piece he chooses, and he is then said to have *queened* his Pawn. (See the 21st law.)

Scholar's Mate.—A checkmate occasionally given at the opening of a game by a practised player to one but little tutored in the science The following are the moves :—

WHITE.	BLACK.
1. P. to K's 4th.	1. P. to K's 4th.
2. K. B. to Q. B's 4th.	2. K. B. to Q. B's 4th.
3. Q. to K. R's 5th.	3. Q. P. one.
4. Q. takes K. B. P., giving checkmate.	

Smothered Mate.—A checkmate which is sometimes given by the Knight when the adverse King is hemmed in, or *smothered*, by his own forces. (See Diagram No. 11.)

Stalemate.—When one party has his King so circumstanced that, not being at the moment in check, he cannot play him without going into check, and at the same time has no other Piece or Pawn to move instead, he is said to be *stalemated*, and the game is considered drawn. (See Diagram No. 12.)

Taking a Pawn en Passant or in Passing.—It has been shown before,

in speaking of the action of the Pawn, that he is limited in his march to one square forward at a time, when not capturing, and one square forward diagonally, either to the right or left, when he takes an adversary, but that he has the privilege, on being first played in the game. to advance two squares, unless in so doing he pass a square which is attacked by a hostile Pawn; in which case the opponent may, at his option, permit him to make the two steps forward, and there remain, or may capture him in his passage in the same way as if he had moved but one step.

ILLUSTRATIONS OF TECHNICAL TERMS.

THE OPERATION OF "CASTLING;" AND "DISCOVERED CHECK."

In Diagram No. 8, the white King is threatened with what is called "a discovered check," that is, his opponent, by removing the Bishop, would *discover* check from the Queen, a proceeding in the present instance, which would speedily involve the loss of the game to White. Not being at the moment in check, however, and having moved neither King nor Rook, and there being no *intervening* Piece between the King and his own Rook, White is enabled to castle, giving check to the adverse King at the same time, and win the game easily, for Black has no square to which he can move his King, without going into check, and is consequently obliged to interpose his Q. at K. B's second, or K. B's third square, in either case being checkmated in two more moves, as you will soon be able to see.

No. 8.

BLACK.

No. 9.
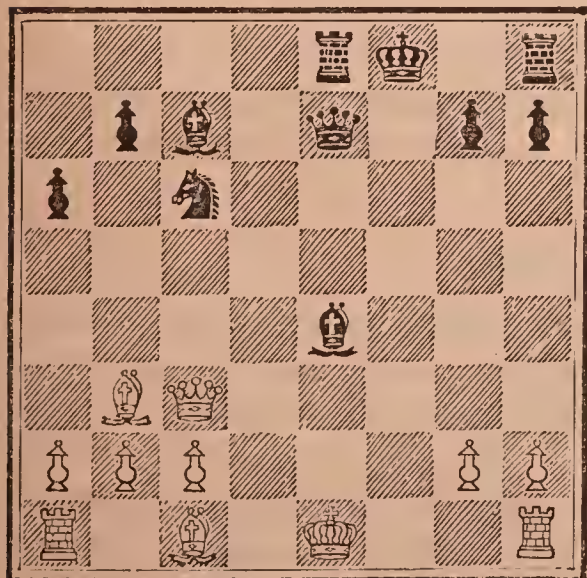
BLACK.
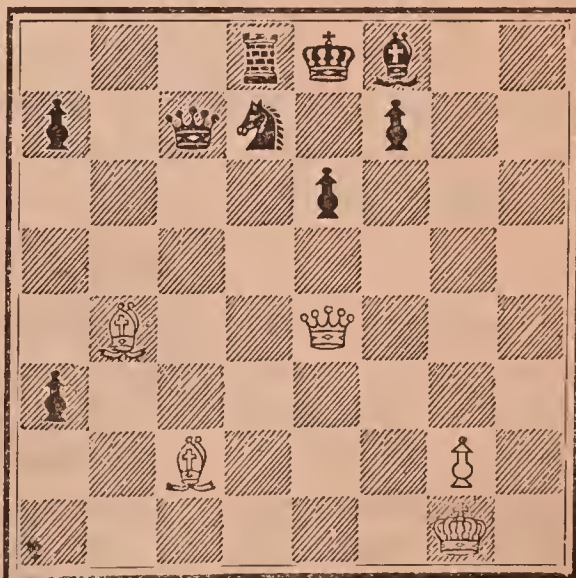
WHITE.

WHITE.

CHECKMATE. (See Diagram 9.)

The foregoing position shows the appearance of the forces on each side towards the end of a game, and will assist to explain the application of two or three of the technical terms described in the present section, as well as to exhibit the King in a situation of checkmate. You already understand that the moves at chess are played by each party alternately; in this case it is White's turn to play, and he will checkmate his antagonist in two moves. Place the chess-men on your board exactly in the order they stand in Diagram No. 9; having done this, suppose yourself to be playing the White men, and take the Black King's Pawn with your Queen, in the manner before shown, i. e., by taking the Pawn from the board and stationing your Queen on the square it occupied. By this act, you not only take his Pawn, but you attack his King, and must apprise him of his danger by calling "*Check.*" He has now two ways only of parrying this check. It is clear he cannot move his King, because the only two squares to which he could move without going into check are occupied by his own men; he is forced then either to take the Queen with his K. B.'s Pawn, or to interpose the Bishop at King's second square. If he take the Queen with his K. B's Pawn, you must reply by playing your King's Bishop (which you will know by the color of the diagonal on which he travels) to K. Kt.'s sixth square, crying "Check." Examine the position attentively, and you will find that Black has no square to which he can move his King, the only vacant one being attacked by your Queen's Bishop, that he has nothing wherewith to take the Bishop that has given check, and neither Piece nor Pawn with which to interpose between it and his King, and that consequently, he is not only checked, but *checkmated*. In like manner, if, at his first move, instead of capturing your Queen, he interposes his Bishop at King's second square, you immediately take the Bishop with your Queen, who is protected by her Bishop, and say "Checkmate."

PERPETUAL CHECK.

Place the men on your chess-board according to Diagram No. 10, suppose yourself to be playing the white Pieces, and that it is your turn to move. Your adversary, you will observe, has the advantage in point of force, but this is counterbalanced by the situation, which enables you to draw the game. To do this, you must first play your Queen to one of the three squares where she will check the King, i. e., to K's 4th, Q's 5th, or Q. B's 6th; it is indifferent which, say, therefore, Q.

No. 10.

BLACK.
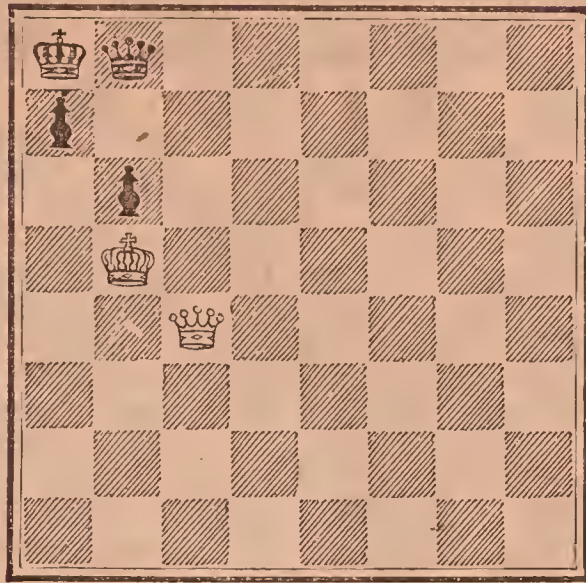
WHITE.

to K's 4th (check). Black has no option, his King cannot move, he must interpose his Queen. If now you were to take the Queen you would lose the game, on account of his two Pawns; but instead of doing so, you play the Queen to King's 8th sq., giving check. The black Queen must again interpose; you repeat the check at K's 4th, Black can only parry it with his Queen, and you may persist in giving the same two checks, *ad infinitum.* In such cases, the game is resigned as " drawn by *perpetual check.*"

SMOTHERED MATE. (See Diagram 11.)

This is a familiar example of *smothered mate*, which you will find can be effected by no other Piece than the Knight. White's first move is, Queen to her 5th square, checking. Black is obliged to retreat his King to the R's sq., because, were he to play him to his B's sq., the Q. would checkmate at once. Upon the King retiring, White gives check with his Kt. at K. B's 7th; this brings the King back again to Knight's sq., and affords to White an opportunity of giving *double check*, which he does by moving the Knight to K. Rook's 6th, checking with both Q. and Knight; as before, the King must go to Rook's sq.; and now follows a beautiful move—White plays his Queen down to K. Kt.'s 8th (next square to the Black King), giving check; the King cannot take on account of the Knight; he is compelled, therefore, to
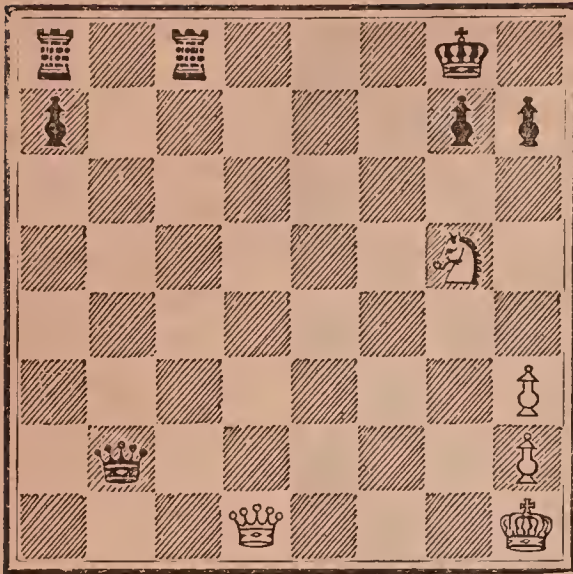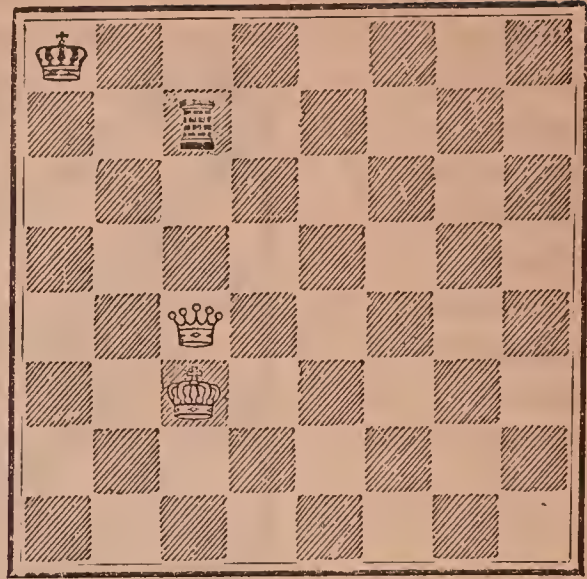
capture with his Rook, and the Knight then gives the *smothered mate* at K. B.'s 7th square.

STALEMATE.   (See Diagram 12.)

Here you observe that White has the great advantage of a Queen against a Rook ; but with all this, and the move to boot. it is impossible for him to do more than draw the game. It is evident that he cannot move his Queen from the front of his King on account of exposing him to check with the Rook. If he move his King, Black takes the Queen, and the game is drawn. And lastly, if he take the Rook with his Queen, he places the adverse King in the position before described of *stalemate*.

THE RELATIVE VALUE OF THE PIECES.

The Pawn, as the lowest piece in this case of value, is usually considered as the unit by which to measure the value of the other pieces. It is, however, difficult to measure the pieces by this standard. The King's, Queen's, and Bishop's Pawns are called the *centre Pawns*, and are of more value than the other Pawns, particularly in the beginning and middle of the game. The Rook's Pawns are considered as least in value.

The Bishops and Knights are considered to be equal in value; and are worth rather more than three Pawns.

A Rook is valued at five Pawns, and may be exchanged for a minor piece and two Pawns, and two Rooks may be exchanged for three minor pieces.

The Queen is equal to two Rooks and a Pawn, and is superior in value to any three minor pieces.

The relative value of the King, from the nature of the game, cannot be estimated. His powers of attack, however, from his being able to move both in right lines or diagonally, are very considerable. At the latter end of the game, his strength materially increases, especially when the issue of the struggle is to be determined by Pawn play.

THE ESTABLISHED LAWS OF THE GAME.

The following laws have been in use, with some slight exceptions, for more than fifty years. In order to give them authority, however, they were revised, a few years since, by the London Chess-Club, which was established in 1807. They are now adopted and recognized by all the clubs and players in the United States:

I.—The Chess-board must be so placed that each player has a white corner square nearest his right hand. If the board has been improperly placed, it must be adjusted, provided *four* moves only on each side have been played.

II.—If a Piece or Pawn be misplaced at the beginning of the game, either player may insist upon the mistake being rectified, if he discover it before playing his fourth move, but not afterwards.

III.—Should a player, at the commencement of the game, omit to place all his men on the board, he may correct the omission before playing his fourth move, but not afterwards.

IV.—If a player, undertaking to give the odds of a Piece or Pawn, neglect to remove it from the board, his adversary, after *four* moves have been played on each side, has the choice of proceeding with or recommencing the game.

V.—When no odds are given, the players must take the first move of each game alternately, drawing lots to determine who shall begin the first game. If a game be drawn, the player who began it has the first move of the following one.

VI.—The player who gives the odds has the right of moving first in

each game, unless otherwise agreed. Whenever a Pawn is given, it **is** understood to be always the King's Bishop's Pawn.

VII.—A Piece or Pawn touched must be played, unless at the moment of touching it the player say, "*J'adoube*," or words to that effect; *but if a Piece or Pawn be displaced or overturned by accident, it may be restored to its place.*

VIII.—While a player holds the Piece or Pawn he has touched, he may play it to any other than the square he took it from : but, having quitted it, he cannot recall the move.

IX.—Should a player take one of his adversary's Pieces or Pawns, without saying "*J'adoube*," or words to that effect, his adversary may compel him to take it; but if it cannot be legally taken, he may oblige him to move the King ; should his King, however, be so posted that he cannot be legally moved, no penalty can be inflicted.

X.—Should a player move one of his adversary's men, his antagonist has the option of compelling him—1st, to replace the Piece or Pawn and move his King; 2d, to replace the Piece or Pawn and take it; 3d, to let the Piece or Pawn remain on the square to which it had been played, as if the move were correct.

XI.—If a player take one of his adversary's men with one of his own that cannot take it without making a false move, his antagonist has the option of compelling him to take it with a Piece or Pawn that can legally take it, or to move his own Piece or Pawn which he touched.

XII.—Should a player take one of his own men with another. his adversary has the option of obliging him to move either.

XIII.—If a player make a false move—*i. e.*, play a Piece or Pawn to any square to which it cannot legally be moved—his adversary has the choice of three penalties, viz. : 1. Of compelling him to let the Piece or Pawn remain on the square to which he played it. 2. To move correctly to another square. 3. To replace the Piece or Pawn and move his King.

XIV.—Should a player move out of his turn, his adversary may choose whether both moves shall remain, or the second be retracted.

XV.—When a Pawn is first moved in a game, it may be played one or two squares; but, in the latter case, the opponent has the privilege of taking it *en passant* with any Pawn which could have taken it had it been played one square only. A Pawn cannot be taken *en passant* by a Piece.

XVI.—A player cannot castle in the following cases:—

1. If the King or Rook have been moved.

2. If the King be in check.

3. If there be any piece between the King and the Rook.

4. If the King pass over any square attacked by one of the adversary's Pieces or Pawns.

Should a player castle in any of the above cases, his adversary has the choice of three penalties, viz.: 1. Of insisting that the move remain. 2. Of compelling him to move the King. 3. Of compelling him to move the Rook.

XVII.—If a player touch a Piece or Pawn that cannot be moved without leaving the King in check, he must replace the Piece or Pawn and move his King; but if the King cannot be moved, no penalty can be inflicted.

XVIII.—If a player attack the adverse King without saying "Check," his adversary is not obliged to attend to it; but if tho former, in playing his next move, were to say "Check," each player must retract his last move, and he who is under check must obviate it.

XIX.—If the King has been in check for several moves, and it cannot be ascertained how it occurred, the player whose King is in check must retract his last move, and free his King from the check; but if the moves made subsequent to the check be known, they must be retracted.

XX.—Should a player say "Check," without giving it, and his adversary, in consequence, move his King, or touch a Piece or Pawn to interpose, he may retract such move, provided his adversary has not completed his last move.

XXI.—Every Pawn which has reached the 8th or last square of the Chess-board must be immediately exchanged for a Queen, or any Piece the player may think fit, even though all the Pieces remain on the board. It follows, therefore, that he may have two or more Queens, three or more Rooks, Bishops, or Knights.

XXII.—If a player remain, at the end of the game, with a Rook and Bishop against a Rook, with both Bishops only, the Knight and Bishop only, &c., he must checkmate his adversary in fifty moves on each side at most, or the game will be considered as drawn; the fifty moves commence from the time the adversary gives notice that he will count them. The law holds good for all other checkmates of pieces only, such as Queen, or Rook only, Queen against a Rook, &c., &c.

XXIII.—If a player agree to checkmate with a particular Piece or Pawn, or on a particular square, or engage to force his adversary to

stalemate or checkmate him, he is not restricted to any number of moves.

XXIV.—A stalemate is a drawn game.

XXV.—If a player make a false move, castle improperly, &c., &c., the adversary must take notice of such irregularity before he touches a Piece or Pawn, or he will not be allowed to inflict any penalty.

XXVI.—Should any question arise respecting which there is no law, or in case of a dispute respecting any law, the players must refer the point to the most skilful disinterested bystanders, and their decision must be considered as conclusive.

To these general laws a few hints—useful alike to amateurs and players—may be appended. Do not linger with your hand on a Piece or Pawn, or over the board, but decide first and move at once.

Accustom yourself to play with either black or white, and practise various openings and defences.

After your King's Pawn has moved, it is well to move your Pieces out before you move other Pawns, or you may be encumbered with your own men.

Avoid useless checks.

Remember that the object of the game is to checkmate, and not to win exchanges.

Courtesy will suggest to gentlemen looking on that they should not interfere with the game.

Study every move before making one, and look well over the board to see what your opponent is about.

It is not considered the high game to take advantage of an adversary's obvious mistake. Your practised swordsman never lunges when his opponent slips.

When you see that your game is gone, do not unnecessarily prolong it, but give up gracefully and at once.

Lastly, and most important of all—DON'T DISPUTE ABOUT TRIFLES; AND—KEEP YOUR TEMPER.

GENERAL OBSERVATIONS ON THE PIECES.

From the days of the great Homer, and hence onward to those of Philidor and our own times, Chess has been the one single game at which all men, from kings and divines to actors and dustmen, could indulge without reproach. To the "Invention and Art of the Chesse," indeed, we find studious men, under all kinds of governments and in

nearly all lands, giving their minds with an enthusiasm scarcely comprehensible by the uninitiated. To play well and scientifically at Chess is the work of a superior mind, and the capacity to enter fully into the merits of the game is a token that the player has, in one respect at least, received a liberal education.

In Chess every thing depends on skill and knowledge. It cannot be played, as other games are, empirically or by rule of thumb. In order, therefore, that our readers should be put in possession of the necessary knowledge, we propose, in the present chapter, treating of the powers of the Pieces. Let us commence with his Majesty.

THE KING.—It is rarely good play to move the King about at the commencement of a game, but it is often advisable to castle as soon as possible. It is generally allowed that it is better to castle on the King's than on the Queen's side, as your King is less liable to attack, in consequence of the smaller space before him, and better able to repel invasion. Should you not have castled previous to an exchange of Queens, it is often advisable to move your King instead. In such case the King's Bishop's second square, being well defended by Pawns, is a good situation. After castling, do not be in any hurry to move your Pawns from before the King, or you may have to move his Majesty forward in order to defend them. When the principal Pieces are removed from the board the King becomes a valuable and active agent either in attack or defence. For instance, you cannot easily checkmate with a Rook and Bishop, or Rook and Knight, without the assistance of the King. Be careful not to lose the Pawn in front of your King, as it may shield him from attack. Some players will even sacrifice a Knight or a Bishop in the early part of the game to obtain the removal of this Pawn after their opponents have castled. depending on the chances of the game to win back the exchange. This we do not think advisable, except you are opposed to an inferior player. Between equal players the odds of a minor piece are sufficient to insure the victory. It is generally considered good play to give check early in the game, if by that means you force the King to move, and so prevent his castling. But it is bad, decidedly bad play, to check without some real object, or with a single piece. Always have some probable advantage in view in giving check. It is useless to repeat the check with a single piece if your opponent's King is enabled to move back to his former place, except, indeed, you check in order to prevent your opponent retorting upon you with a fierce attack. In such a case the player who has the first attack can generally compel a

drawn game by giving perpetual check; but, for our own part, when we find that we cannot win, we try as hardly as we can to obtain a draw. In answering a check, cover your King with a piece that attacks the checking piece, where that is possible; or with a piece of equal value, as a Queen to a Queen, a Bishop to a Bishop, as in these cases you may gain a slight advantage by exchanging. The best piece with which to cover a Queen's attack is the Bishop. But never, if there be any other safe move, interpose a superior piece to that which gives the check. It should not be forgotten that when the game is reduced to a King and two or three Pawns, he who manœuvres best must win—or draw. The careful player will be cautious in defending his Pawns and preventing those belonging to his opponent from going to Queen. As this double operation, however, is not always possible, it then becomes a matter of calculation as to which player Queens first. As before stated, Kings cannot stand next each other; a square must always intervene.

THE QUEEN.—This, the "Achilles of the chequered field," as Ponziani has aptly styled it, is the most powerful piece on the board. Uniting in her own person the powers of the Queen, Rook, Bishop, and Pawn, she is capable, generally, of winning a game against any two inferior pieces. But, in handling the Queen, the young player will do well not to expose her to unnecessary risk. Avoid playing your Queen in front of your King in all cases where the latter may be as well defended by a less valuable piece. At the same time do not remove her too far from her royal spouse. It is poor and weak play to bring out the Queen early in the game, or to make an attack with her unsupported by other pieces. Every time your adversary forces your Queen to retire by approaching it with inferior pieces, you lose a move and weaken your power of offence, besides allowing your opponent to bring his own pieces into play. Do not be over-anxious to win a distant Pawn with your Queen, as it may happen that such a course will carry her too far from the scene of action. Many a skilful player will allow you to take a Knight's or Bishop's Pawn with a view to draw your Queen from her supporters. We have won many a game by this *ruse*. Don't be led into that trap without you can rush back to your former place after making a successful foray. Beware lest your Queen and a minor piece be forked by a Knight or Bishop, as such a move generally results in your loss of a piece; be careful also not to get your Queen on the same diagonal with your King, as it allows the opposing Bishop a strong attack. Playing away from your own half of

.he board frequently causes the Queen to be pinned by a Bishop, or a Bishop and a Knight; in which case the power of your principal piece is materially lessened, if not altogether rendered nugatory. In fine, your Queen when supported, is all powerful; alone, she is liable to attack, and her force is materially lessened. We have noticed that with many good players it is the custom to exchange Queens at an early stage of the game. This we cannot but think very absurd; as, except you win by the exchange—though it be only a Pawn—or bring the opposing King into an awkward or exposed position, you merely weaken your game by this mode of play. It cannot be advantageous to an army to lose its generalissimo at the commencement of the battle. Chess is not a duel, but a general fight, in which each soldier acts an important part, according to his rank. Marco Girolamo Vida, in his essay on Chess, says that the Queen should be kept on the board at almost any risk; and we think so too.

THE ROOK or CASTLE is, next to the Queen, the most important piece on the board. In the early part of the game he has not many opportunities for action, but towards the end, after the removal of the Queen from the board, he is all-important. When the battle-field becomes thinned, and the game tolerably forward, then is the time to bring your Rooks into active play. It is a too common fault, especially with young players, to change Rooks early in the game, forgetful of the fact that a King can mate with a single Rook, but not with two Knights unsupported by Pawns. As soon as you have an open file before you, it is well that you should defend it against attack by *doubling your Rooks ;* that is to say, placing one Rook in front of the other on the same line. In this position, either for offence or defence, they are quite equal, or indeed more than equal, to a Queen. But while you are thus careful of your own Rooks, endeavor, if possible, to prevent your adversary from doubling his, either by pushing forward a Pawn or attacking the square with a Knight or Bishop. Should your opponent play one of his Rooks on an open file already defended by one of your Rooks, it is generally better to defend your position than to exchange pieces, *without you perceive an evident advantage in the exchange.* It is often good play to post one of your Rooks on your adversary's second rank, because it prevents the forward march of his King, and obliges him to defend his position instead of attacking yours. Towards the end of a game this is often a decisive move, especially with a Rook opposed to a Bishop or Knight. But in a case of this kind you must not allow your King to remain idle, as he is a good support to a Rook.

At the same time you must be careful not to get your Rook on the same diagonal with your King, as in such a position you would be liable to capture from a Bishop, in giving check. When your Rooks are doubled and in possession of an open file, should your adversary endeavor to attack them, defend the position, as the Rooks support each other ; the attacking party cannot win by the exchange without he brings a third piece to bear, in which case, without you also can defend your Rooks, exchange without hesitation. It is a very powerful reason for bringing your pieces early into play that the Rooks are almost useless at home, and cannot be advantageously worked except in a tolerably clear field.

THE BISHOP.—A very able soldier is this representative of the Church militant, especially in conjunction with a Knight. Remember, also, that two Bishops at the end of a game are stronger than two Knights, though a single Knight is probably of greater value than a single Bishop. It is generally conceded that the King's Bishop is slightly superior to the Queen's, in the beginning of the game ; as not only can it be brought into play at once, and so placed as to attack the King's weakest position, the King's Bishop's Pawn, but it can check the adverse King on his own square, and also after he has castled. It is often, therefore, good play to offer to exchange your Queen's Bishop or Queen's Knight for your adversary's King's Bishop, at the commencement of the game, as already observed. The best place for the King's Bishop is at the Queen's Bishop's fourth square, attacking the adverse King's Bishop's Pawn. The next best place for the Q. B. is the Q.'s third square ; but this position is rarely tenable till the Queen's Pawn has been moved, though circumstances *may* arise in which it would be advisable to occupy that square. Should your adversary, when your Bishop is at Q. B.'s fourth square, provoke an exchange, by playing his Q. B. to his King's third, it must depend altogether on the circumstances of your game whether it is well to accept the challenge ; for, although you double the Pawns on his King's file, you also give him an open range for his Rook after he has castled. When, therefore, it is not prudent to accept the proffered Bishop, the best play will be to Q. Kt.'s third. It is not well, either, to advance your Q.'s Pawn one step only before bringing out your K's B., because, in that case, you only leave him the King's second square to retreat to. Should you, at the close of the game, be strong in Pawns, you should endeavor to get rid of the adverse Bishops, as they retard the progress of your Pawns often more effectually than either an opposing Rook or Knight. Should you remain with two or three Pawns and one Bishop, it should

be your endeavor to keep your Pawns on the squares reverse to the Bishop's range, so as not to obstruct the action of the latter, and prevent the approach of the adverse King. Should you, however, have the worst of the game, it is generally better to place your Pawns on the same color as the Bishop's, so that his reverence may defend them. Never lose sight of the power possessed by the Bishop—that of pinning an adverse Knight or Rook ; and do not too hastily exchange your Bishops for the Knights, although generally, in average positions, ranked of equal value.

1	38	31	44	3	46	29	42
32	35	2	39	30	43	4	47
37	8	33	26	45	6	41	28
34	25	36	7	40	27	48	5
9	60	17	56	11	52	19	50
24	57	10	63	18	49	12	53
61	16	59	22	55	14	51	20
58	23	62	15	64	21	54	13

1. BY M. MONTEMORT.

34	49	22	11	36	39	24	1
21	10	35	50	23	12	37	40
48	33	62	57	38	25	2	13
9	20	51	54	63	60	41	26
32	47	58	61	56	53	14	3
19	8	55	52	59	64	27	42
46	31	6	17	44	29	4	15
7	18	45	30	5	16	43	28

2. BY M. DEMOIVRE.

40	9	26	53	42	7	64	29
25	52	41	8	27	30	43	6
10	39	24	57	54	63	28	31
23	56	51	60	1	44	5	62
50	11	38	55	58	61	32	45
37	22	59	48	19	2	15	4
12	49	20	35	14	17	46	33
21	36	13	18	47	34	3	16

3. BY M. MAIRAN.

25	22	37	8	35	20	47	6
38	9	24	21	52	7	34	19
23	26	11	36	59	48	5	46
10	39	62	51	56	53	18	33
27	12	55	58	49	60	45	4
40	63	50	61	54	57	32	17
13	28	1	42	15	30	3	44
64	41	14	29	2	43	16	31

4. BY M. W——.

THE KNIGHT is the piece next in importance to the Bishop. In the hands of some players it is even superior to the Bishop towards

12

the end of the game. The Knight's singular moves render all calculations in which he takes part very difficult. His power of overleaping pieces and Pawns, and attacking in the very heart and centre of the adverse position ; the facility he possesses of becoming dangerous without putting himself *en prise ;* the fact that he can, in one move, give check and fork another piece, and that his check is not avoided by interposing a piece, as in the case of an attack from a Queen, Rook, or Bishop, renders him a very dangerous enemy. In the hands of skilful players, the Knight is a powerful piece. It is possible for him to pass from any particular square to every square on the board. This curious problem has engaged the attention of many *savans;* and as it *is* a matter of curiosity, and is usually inserted in every book on Chess, we introduce it here. The diagrams on page 265 show four ways in which the feat may be accomplished. In the first and second the Knight starts from one of the upper angles, and covers every square on the board ; in the third, he starts from near the centre ; and in the last from the Q. B. P.'s square.

A little examination will show that the plan of Demoivre is at once the simplest and the easiest to remember. Its principle consists in filling up as far as possible, the two outer bands, and not entering the central squares till there is no other method of moving the Knight from the place he occupies. In solving the problem by this method, the Knight's move may be said to be almost constrained. When he arrives at square 61, it is entirely optional whether he moves to square 64, and thence to 63, and end at 62, or pass to 62 and so to 63, and end at 64. In the last plan, that of M. W——, a captain in a Polish regiment of dragoons, the solution must depend nearly entirely on memory. The principle of his moves is, however, in some measure, circular. In each and all of the plans the Knight is debarred from passing twice on the same square. In practising these moves of the Knight—very useful for acquiring a full knowledge of his power on the chess-board—the student should place a counter or mark on every square on which the Knight rests.

In playing the Knight—we now resume his regular moves in the game—it is seldom considered advisable to move on to the Rooks' files, as the power of the Knights is considerably diminished at the side of the board. The best place for the King's Knight, at the beginning of a game, is the K. B's third square, because it then attacks your adversary's King's Pawn after it has moved two squares, and also prevents the adverse Queen from playing to your K. R's fourth—a position

which is frequently one of constraint and danger to your King. We think it an error to suppose (as many writers on Chess do) that the Knight should not be played to the Bishop's third square before the Bishop's Pawn has been moved, and that, therefore, it should be played to the King's second square. This latter move generally leads the way to a bad and awkward game. The Queen's fourth square is usually considered a good attacking position for the Queen's Knight. The Queen's third is also an advantageous position for the Knight, especially if the adverse Q's Pawn be still at his own square. Beware of a *fork* by the Knight, as in almost all such cases you lose by the exchange. When your Q's Kt. has been played to Q. B's third square, it is often advisable to bring him by K's second to K. Kt's third, whence he can easily move to K. B's fifth. Beware, too, of a *smothered mate*, which is given by the Knight when your King is in such a position as to be hemmed in or confined by his own pieces. (See page 255.)

A favorite opening, called the GUIOCO PIANO, is made in the King's Knight's game, thus:—

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. K. Kt. to B. 3d.	2. Q. Kt. to B. 3d.
3. K. B. to Q. B. 4th.	3. K. B. to Q. B. 4th.

Do not forget that, at the end of a game, a Knight with three or four Pawns, is more powerful than a Bishop possessing an equal force of Pawns, since the Knight can attack on either color, while check from the Bishop can be avoided by the adverse King keeping off the squares of his color. The several openings for the King's Knight are known as the KING'S KNIGHT'S GAME, GUIOCO PIANO, EVANS' GAMBIT, and the SCOTCH GAMBIT, to each of which we shall allude in subsequent pages.

The PAWN is the least valuable piece on the board. It is usual to call the King, Queen, and Rook, *superior pieces*, the Bishop and Knight *minor pieces*, and the Pawns *men*.

A few hints as to the conduct of his Pawns will be very useful to the young player. Mr. Staunton gives the following excellent advice as to the manner of playing them:—"It is advisable generally so to play your Pawns that they shall not retard the movements of your own pieces, and yet obstruct, as much as possible, those of your opponent. Most players, therefore, strive to occupy the centre squares of the board with their Pawns pretty early in the game. But you should not be too eager to advance two Pawns abreast in the middle of the field

until you are able to maintain them there, *either with superior pieces or other Pawns*. When you have two Pawns so advanced, should your adversary attack one of them with a Pawn of his, it is sometimes better to push the Pawn attacked another square than to take his Pawn ; but you must always be careful of advancing your Pawns too far, because unless supported, they are almost sure to fall. Pawns, early in the game, are usually better at their fourth squares than at their sixth. In an open game—that is, where both parties play P. to K's 4th at the beginning—it is not generally prudent to move the K. Kt's Pawn, or Q. Kt's Pawn, early in the opening, but you may do so advantageously in most of the close *débûts*. As your K. B.'s Pawn is the most vulnerable point, always have an especial eye to that, until, by castling on your K's side, you have given it the support of a R. as well as the K.; and after castling be wary of advancing the Kt's Pawn that is before your K. When your Pawns stand in a line *diagonally*, take more than ordinary care to preserve the *topmost Pawn, and never forget that Pawns united have great power, and, isolated, very little.* Be careful of advancing your Pawns far forward on either side until you see on which your adversary castles. Keep in mind that a passed Pawn is an advantage almost always when supported by another Pawn ; that a doubled Pawn is not, in every case, a disadvantage, if united with other Pawns ; that a Pawn being less in value than a piece, it is mostly better to defend with it than the latter ; *that two Pawns in any situation can protect themselves against a King ;* and, finally, forget not, when the end of a game approaches, where you have Pawns, or even a Pawn against a minor piece, *that you may win, but that your antagonist, except in the rarest cases, never can.*"

PRELIMINARY GAME.

Preparatory to the investigation of the several endings and openings treated of in the following pages, it may not be uninstructive to give a short game which shall exhibit the application of some technical phrases in use at chess, and at the same time show a few of the most prominent errors into which an inexperienced player is likely to fall.

In this game, as in all the analyses which follow, the reader will be supposed to play the White Pieces and to have the first move, although, as it has been before remarked, it is advisable for you to accustom yourself to play with either Black or White, for which purpose it is well

to practice the attack, first with the White and then with the Black Pieces.

WHITE.	BLACK.
1. K. P. to K's 4th.	1. K. P. to K's 4th.

When the men are first arranged in battle order, it is seen that the only Pieces which have the power of moving are the Knights, and that to liberate the others it is indispensably necessary to move a Pawn. Now, as the King's Pawn, on being moved, gives freedom both to the Queen and to the King's Bishop, it is more frequently played at the beginning of the game than any other. You will remember, in speaking of the Pawns it was shown that on certain conditions they have the privilege of going either one or two steps when they are first moved.

| 2. K. B. to Q's B's 4th. | 2. K. B. to Q's B's 4th. |

Thus far the game illustrative of the *King's Bishop's* opening is correctly begun. Each party plays his King's Bishop thus, because it attacks the most vulnerable point of the adverse position, viz., the *King's Bishop's Pawn.*

| 3. Q. B. Pawn to B's 3d. | 3. Q. Knight to B's 3d. |

In playing this Pawn your object is afterwards to play Queen's Pawn to Queen's 4th square, and thus establish your Pawns in the centre; but Black foresees the intention, and thinks to prevent its execution by bringing another Piece to bear upon the square.

| 4. Q. Pawn to Q's 4th. | 4. Pawn takes Q's Pawn. |
| 5. Q. B's Pawn takes Pawn. | 5. K. B. takes Pawn. |

Here you have played without due consideration. Black's third move of Queen's Knight to Bishop's third square was a bad one, and afforded you an opportunity of gaining a striking advantage, but omitting this, you have enabled him to gain a valuable Pawn for nothing. Observe, now, your reply to his third move was good enough (4. Queen's Pawn to Queen's 4th square), but when he took your Pawn with his, instead of taking again, you ought to have taken his *King's Bishop's Pawn* with your Bishop, giving check : the game would then most probably have gone on thus :—

5. *K. B. takes K. B's Pawn* (ch.)	5. *K. takes Bishop.*
6. *Queen to K. R's 5th* (ch.)	6. *K. to his B's square.*
7. *Queen takes K. Bishop* (ch.)	

In this variation, you see Black has lost his King's Bishop's Pawn, and what is worse, *has lost his privilege of castling*, by being forced to

move his King; and although for a moment he had gained a Bishop
for a Pawn, it was quite clear that he must lose a Bishop in return by
the check of the adverse Queen at King's Rook's 5th square. It is true
that he need not have taken the Bishop, but still his King must have
moved, and White could then have taken the King's Knight with his
Bishop, having always the better position.

But now to proceed with the actual game :—

| 6. K. Knight to K. B's 3d. | 6. Queen to K. B's 3d. |

Bringing out the Knight is good play ; you not only threaten to win
his Bishop, but you afford yourself an opportunity of castling whenever
it may be needful. Black would have played better in retiring the
Bishop from the attack to Queen's Knight's 3d square than in supporting
it with the Queen.

| 7. Knight takes Bishop. | 7. Queen takes Knight. |

Both parties played well in their last moves. You rightly took off
the Bishop, because supported by the Queen he menaced your Queen's
Kt's Pawn, and Black properly retook with his Queen instead of the
Knight, because having a Pawn ahead, it was his interest to exchange
off the Queens.

| 8. Q. Knight to Q's 2d. | 8. K. Knight to B's 3d. |

You played correctly here in not exchanging Queens, and also in
protecting your Bishop and your King's Pawn, both of which were
attacked by the adverse Queen; but all this might have been done
without impeding the movements of any of your Pieces, by simply
playing Queen to King's 2d sq.; as it is, the Knight entirely shuts
your Queen's Bishop from the field. Black properly brings another
Piece to the attack of your King's Pawn :—

| 9. K. B's Pawn to B's 3d. | 9. Q. Knight to King's 4th. |

In protecting the King's Pawn with your K. Bishop's Pawn, you
are guilty of a very common error among young players; as you
improve, you will find that it is rarely good play to move the King's
Bishop's Pawn to the third square—in the present instance, for example,
you have deprived yourself of the power of castling, at least for some
time, since the adverse Queen now commands the very square upon
which your King, in castling on his own side, has to move. Black's
last move is much more sensible. He again attacks your Bishop, and
by the same move brings his Q's Knight into co-operation with the
King's, on the weak point of your position :—

10. Pawn to Q. Kt's 3d.	10. Q. takes Queen's Rook.

This is a serious blunder indeed. In your anxiety to save the threatened Bishop, which you feared to withdraw to Q. Kt's 3d sq., on account of the adverse Knight's giving check at your Queen's 3d square, you have actually left your Q's Rook *en prise!* Black takes it, of course, and having gained such an important advantage, ought to win easily.

11. Castles (*i. e.*, plays K. to his Kt's sq., and Rook to K. B's sq.)	11. Q's Kt. takes Bishop.
12. Kt. takes Kt.	12. Castles.
13. Queen to her 2d.	13. Q. B's Pawn to B's 4th.

Your last move is very subtle; finding the mistake that Black had committed in not retreating his Queen directly after winning the Rook, you determine, if possible, to prevent her escape by gaining command of all the squares she can move to. Seeing the danger, Black throws forward this Pawn to enable him, if possible, to bring the Queen off, by playing her to her 5th sq., giving check.

14. Bishop to Q. Kt's 2d.	14. Q. takes Q. R's Pawn.

This move of the Bishop is well timed; it does not, to be sure, prevent the Queen from escaping for a move or two, but it gives you an attack, and very great command of the field.

15. Q. to K. Kt's 5th.	15. Knight to K's sq.

Very well played on both sides. By playing the Queen to K. Kt.'s 5th, you threatened to win his Knight by at once taking it with your Bishop, which he could not retake without opening check on his King. Instead of so moving, you might have played the Knight to Q. Rook's 5th sq., in which case, by afterwards moving the Rook to Q. Rook's square, it would have been impossible for his Queen to get away.

16. Q. to King's 3d.	16. K. R's Pawn to R's 3d.

You prudently retreated your Queen to guard her Knight's Pawn, which it was important to save, on account of its protection to the Knight. Black played the King's R's Pawn to prevent your Queen returning to the same post of attack.

17. K. R's P. to R's 3d.	17. K. to his R's sq.

Here are two instances of what is called "lost time" at chess, neither move serving in the slightest degree to advance the game of the player. That you should have overlooked the opportunity of gaining the adverse Queen was to be expected. Similar advantages present themselves in every game between young players, and are unobserved.

| 18. K. B's Pawn to B's 4th. | 18. Q. Kt's Pawn to Kt's 3d. |

Again you have failed to see a most important move; you might have taken the K. Rook's Pawn with your Queen, giving check safely, because Black could not take your Queen without being in check with your Bishop, All this time, too, your opponent omits to see the jeopardy his Queen is in, and that as far as practical assistance to his other Pieces is concerned, she might as well be off the board.

| 19. K. Kt's Pawn to Kt's 4th. | 19. Q. Kt's Pawn to Q. Kt's 4th. |

Your last move is far from good. By thus attacking your Knight, Black threatens to win a Piece, because upon playing away the Knight you must leave the Bishop unprotected.

| 20. Pawn to K. Kt's 5th. | 20. Pawn takes Knight. |

Although your Knight was thus attacked, it might have been saved very easily. In the first place, by your taking the adversary's Q. B's Pawn, threatening to take his K's Rook, on his removing which, or interposing the Q's Pawn, you could have taken the Pawn which attacked your Knight; or, in the second place, by moving your Queen to her 2d square. In the latter case, if Black ventured to take the Knight, you would have won his Queen by taking the K. Kt's Pawn with your Bishop, giving check, and thus exposing his Queen to yours. Black would have been obliged to parry the check, either by taking the Bishop or removing his King, and you would then have taken his Queen. This position is very instructive, and merits attentive examination.

| 21. B. to Q. B's 3d. | 21. Pawn takes Q. Kt's Pawn. |
| 22. Pawn to K. R.'s 4th. | 22. Pawn to Q. Kt's 7th. |

In such a position, the advance of your King's flank Pawns is a process too dilatory to be very effective.

| 23. Pawn to K. B.'s 5th. | 23. Pawn to Q. Kt's 8th, becoming a Queen. |

Now the fault of your tortoise-like movements with the Pawns becomes fatally evident. Black has been enabled to make a second Queen, and has an overwhelming force at command.

| 24. Rook takes Queen. | 24. Queen takes Rook (check). |

You had no better move than to take the newly-elected Queen, for two Queens must have proved irresistible.

25. King to his Kt's 2d.	25. Kt. to Queen's 3d.
26. K. Kt's Pawn to Kt's 6th.	26. P. takes Pawn.
27. P. takes Pawn.	27. Bishop to Q. Kt's 2d.

Here you have another remarkable instance of lost opportunity. At

your last move you might have redeemed all former disasters by check-mating your opponent in two moves. Endeavor to find out how this was to be accomplished.

28. K. R's Pawn to R's 5th.	28. Knight takes King's Pawn.
29. Bishop to King's 5th.	29. Kt. to K. Kt's 4th (discovering check).

Up to Black's last move you had still the opportunity of winning the game before mentioned.

30. King to Kt's 3d.	30. K's Rook to B's 6th (ch.)
31. King to R's 4th.	31. Q. to K's Bishop's 4th.

At this point you were utterly at the mercy of your antagonist, but fortunately he wanted the skill to avail himself properly of his vast superiority in force and position, or he might have won the game in half a dozen different ways.

32. Q. takes Rook.	32. Q. takes Queen.
33. B. takes K. Kt.'s Pawn. (ch.)	33. King takes Bishop.

This was your last chance, and its success should serve to convince you that in the most apparently hopeless situations of the game there is often a latent resource, if we will only have the patience to search it out. By taking the Bishop Black has left your King, *who is not in check*, no move without going into check, and as you have neither Piece nor Pawn besides to play, you are *stalemated*, and the game is DRAWN.

If thoroughly acquainted with the information contained in the preceding sections, you may now proceed to the consideration of the

ENDINGS OF GAMES.

Let us now see how we may most easily effect checkmate. One of the great faults observable in the practice of young players is the want of care displayed by them in the ending of otherwise well-played games. It is a frequent observation that, towards the end of the game, the amateur makes a number of useless moves : in other words, that he is a long time in discovering the way to checkmate his opponent. This arises, very commonly, from want of care rather than want of knowledge. The greatest possible circumspection is required in particular endings. The object for which you have been striving for an hour or two may be, and frequently is, sacrificed to a single false move. How often has it happened to the young player that, just as he fancies he has the game in his hands, his opponent walks down with a Queen or Castle, and snatches the victory out of his grasp ! Or, how frequently does it occur that all our care may be thrown away, and all our plans defeated, by the insidious approach of some well-supported Knight or Pawn, or

12*

the clever advance of the rival King!   The student will do well, there-
fore, to make himself acquainted with the various positions that occur
in the endings of games.   In simple checkmates, in which a single
King is opposed by a King and Queen, a King and Rook, a King,
Rook, and Bishop, a King, Bishop, and Knight, &c., little difficulty
can occur; but you must remember that rule of the game which gives
to your opponent the right of demanding a checkmate in fifty moves;
failing which, the game is drawn.

QUEEN AND KING AGAINST A KING.

In a checkmate by a Queen and King against a single King, all that
is necessary for the player to do is to prevent the march of the adverse
King beyond a particular line by posting his Q. at one end of that line.
He then advances his King so as to allow his opponent no escape, and
mates.   In the following position, for instance, you can give mate in
two moves.   But you must beware that you do not allow a *stalemate*,
which is a drawn game.   (See Diagram 1.)

Diagram 1.   Diagram 2.

BLACK.   BLACK.
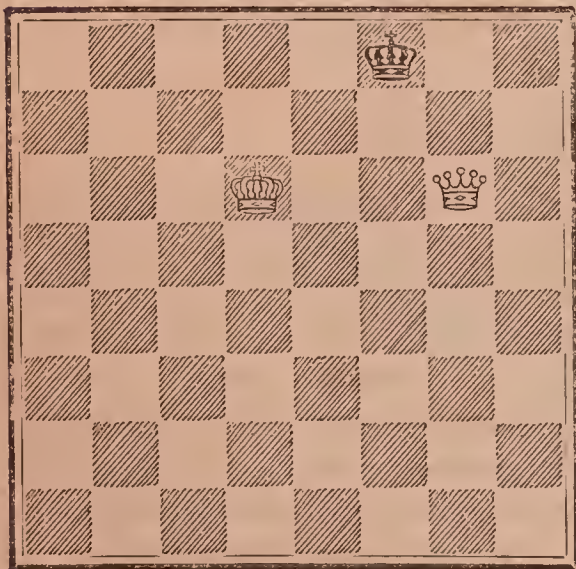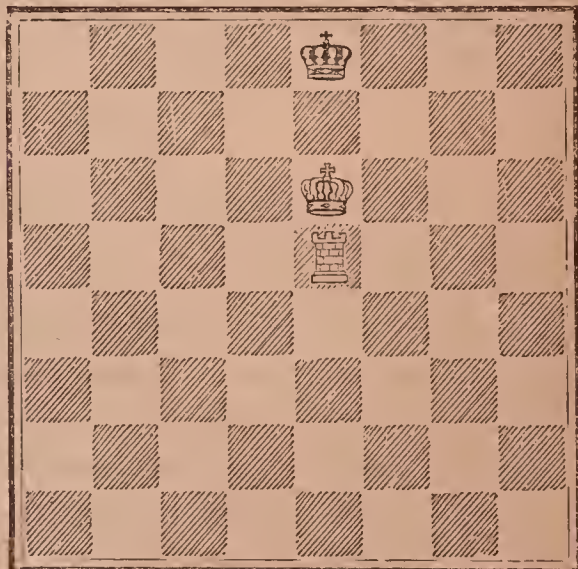
WHITE.   WHITE.

In this case, the proper play is for the white to move his Q. to the
R's seventh, when the black K. must move to the white square; then
the white Q. moves up to K's seventh and says *mate*.   If the white
King had been moved on to his sixth, a stalemate would have been the

consequence. It will be seen that nothing is easier than to checkmate with a King and Queen against a King. Indeed, between even players, the side possessing only the King would at once retire.

KING AND ROOK AGAINST A KING.

To mate with a King and Rook against a King is almost as easy. The first step is to confine the opposite King to a given number of lines, and then advancing your King and Rook till the enemy is fairly driven to the side of the board. When you have so driven him, and *placed your King in front of him*, all that you have to do is to give check and mate. Without detailing the precise moves, it will be sufficient for the tyro to place the two Kings and the Rook on the board, and play. It will be found that the King cannot, by any means, prolong the game beyond eighteen or twenty moves. In fact, the K. and R. can always mate when opposed to a single King, in about twenty moves. It is sometimes good play to advance with the King in front of the Rook. In the position (Diagram 2), *mate may be given in three moves*.

To mate in three moves in a position like this, it is necessary to move your Rook one square beyond your King on either side, when the black King *must* move in the opposite direction, and cannot advance on the second line, because of the opposing monarch.

You then move your R. back again on the same line, one square beyond that occupied by the black K., which obliges him to resume his position opposite your K. You then advance your R. to the eighth line, and mate. With the Kings opposite each other, it matters little from which square of the fourth line the Rook starts.

In giving mate with a Queen or Rook against a single King, *remember that one check only is absolutely necessary*. In some situations, however, it will be found that a close check will drive your opponent to the side or top of the board more quickly than by simply advancing your King and supporting him with the Rook.

We have seen how a King and Queen may win against a King, and also how a King and Castle may mate a single King. These are the usual and most simple means of winning a game. When Pieces are engaged against Pieces, or Pawns against Pawns, then it becomes a more difficult matter to mate within the stipulated number of moves.

TWO BISHOPS AND A KING AGAINST A KING.

It is generally considered that a King against a King and two

Bishops ought to draw the game. But this is a mistake; the two Bishops ought to compel a mate within, at any rate, about thirty moves. The great difficulty is to drive the opposing King to the side of the board, and then to fix him in one of the corner squares.

To do this, you must bring your own King into active play, and support every move of your Bishops by advancing him so as to prevent the escape of your opponent. Place the Kings on their own squares, and the Bishops also in their proper positions as at the commencement of a game, and try in how many moves mate can be accomplished. With young players, the usual plan is to give a great number of checks. This is altogether wrong; for, if the game be played in its integrity, only the three or four last moves need to give check.

In the position indicated, the two Bishops are nearly equal to a Queen, and they should, therefore, be played in such a way as to prevent the advance of the adverse King into the centre of the board. The best moves to begin with are K. B. to K. R. third, and Q. B. to K. B. fourth, after which you gradually advance your King till you have driven your opponent to his Rook's square and command the white square, your Rook's seventh, with your own King on the Knight's sixth. Having attained this position, you bring up your Bishops, and mate in three moves. But if your opponent possesses a Pawn, then the chances of his making a drawn game of it are greatly increased, as he may drive it forward so as to interrupt the march of your King, and oblige you to defend your position with a Bishop. The following diagram (see Diagram 3) will explain the matter more clearly.

KING, BISHOP, AND KNIGHT, AGAINST A KING.

To checkmate with a King, Bishop, and Knight, against a King is still more difficult. Indeed, with most players it would be given up as a drawn game. Without you can drive the adverse King into a corner of the board, and that corner is commanded by your Bishop, mate within the fifty moves is impossible. Of course, it would seem that the opponent's King had only to keep off the opposite Bishop's color to avoid checkmate; but this is not so easy as you might suppose. Place a King in either of his Rook's square, with the opposite side arranged thus: K. on B's sixth, B. on his fifth, and Kt. on his fifth, and you will find that, with about half a dozen checks, you may mate in about twenty moves. (See Diagram 4.)

Diagram 3.

BLACK.
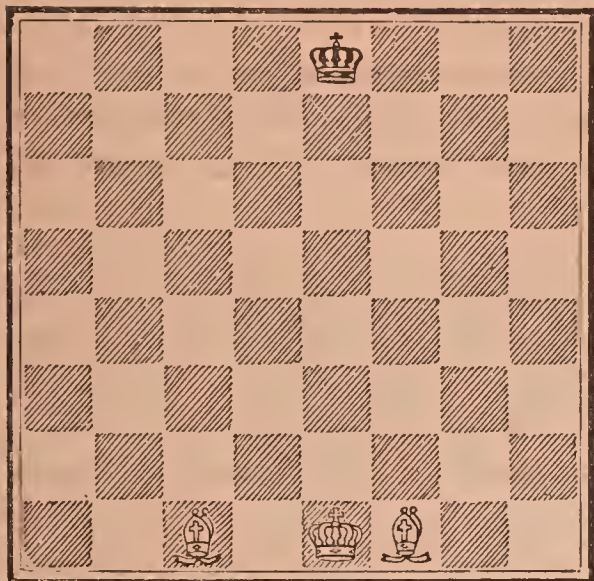
WHITE.

Diagram 4.

BLACK.
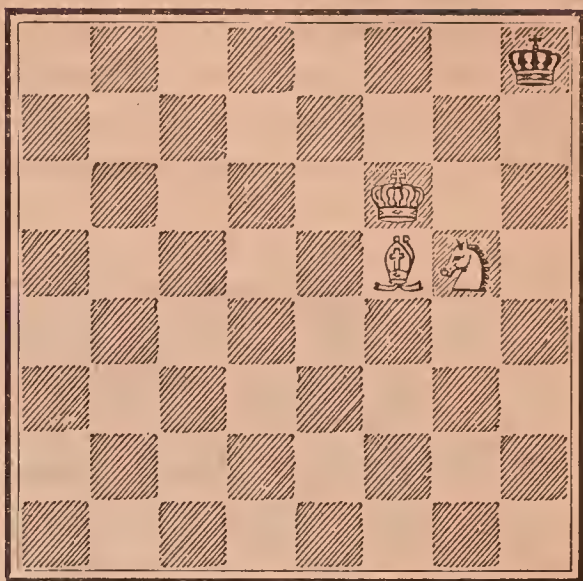
WHITE.

EXPLANATION OF DIAGRAM 3.

WHITE.	BLACK.
1. K. B. to K. R's 3d.	1. K. to Q's sq.
2. Q. B. to K. B's 4th.	2. K. to K's 2d.
3. K. to his 2d.	3. K. to K. B.'s 3d.
4. K. to K. B's 3d.	4. K. to K's 2d.
5. K. B. to K. B's 5th.	5. K. to K. B's 3d.
6. K. to his Kt's 4th.	6. K. to his 2d.
7. K. to his Kt's 5th.	7. K. to Q's sq.
8. K. to his B's 6th.	8. K. to K's sq.
9. Q. B. to Q. B's 7th.	9. K. to B's sq.
10. K. B. to Q's 7th.	10. K. to Kt's sq.
11. K. to his Kt's 6th.	11. K. to B's sq.
12. Q. B. to Q's 6th (ch.)	12. K. to Kt's sq.
13. K. B. to K's 6th (ch.)	13. K. to R's sq.
14. Q. B. checkmates.	

EXPLANATION OF DIAGRAM 4.

WHITE.	BLACK.
1. Kt. to K. B's 7th (ch.)	1. K. to Kt's sq.
2. B. to K's 4th.	2. K. to B's sq.
3. B. to K. R's 7th.	3. K. to his sq.
4. Kt. to K's 5th.	4. K. to his B's sq.
5. Kt. to Q's 7th (ch.)	5. K. to his sq.
6. K. to his 6th.	6. K. to Q's sq.
7. K. to Q's 6th.	7. K. to his sq. (best).
8. B. to K. Kt's 6th (ch.)	8. K. to Q's sq.
9. Kt. to Q. B's 5th.	9. K. to Q. B's sq.
10. K. B. to his 7th.	10. K. to Q's sq.
11. Kt. to Q. Kt's 7th (ch.)	11. K. to Q. B's sq.
12. K. to Q. B's 6th.	12. K. to Q. Kt's sq.
13. K. to Q. Kt's 6th.	13. K. to Q. B's sq.
14. B. to K's 6th (ch.)	14. K. to Q. Kt's sq
15. Kt. to Q. B's 5th.	15. K. to Q. R's sq
16. B. to Q's 7th.	16. K. to Q. Kt's sq.
17. Kt. to Q. R's 6th (ch.)	17. K. to Q. R's sq.
18. B. to Q. B's 6th (checkmate).	

When, however, the King has a Pawn or two the mate is sometimes easier, as his Pawns impede him, and, at the same time, prevent your allowing him to claim a draw by a stalemate.

In the *Palamede*, the following position occurs, which shows how comparatively easy it is to give mate with a Q. B. and Kt. against a K. and P. The upper squares belong to the black. (See Diagram 5.)

Diagram 5.   Diagram 6.
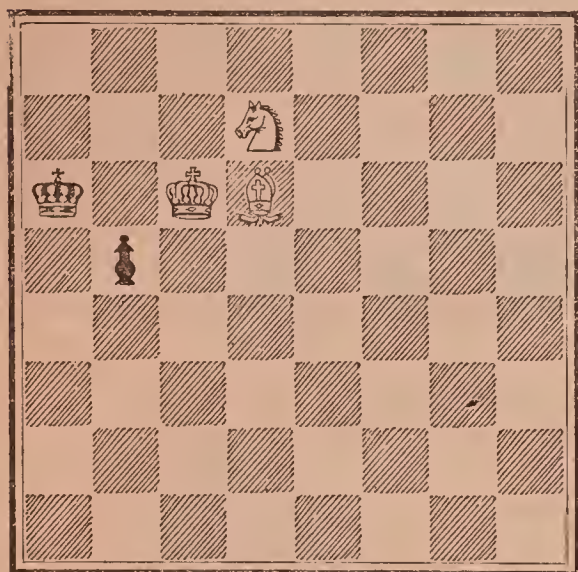
WHITE TO PLAY AND MATE IN SIX MOVES.
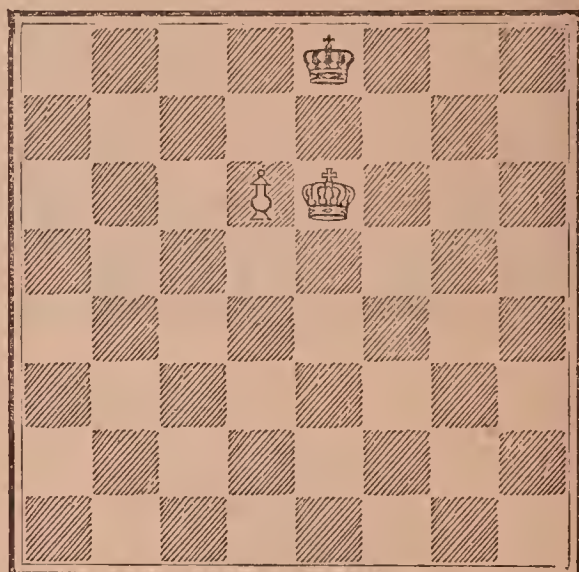
The moves given are as follows :

WHITE.	BLACK.
1. B. to Q. Kt. 4th.	1. K. to Q. R. 2d.
2. B. to Q. B. 5th (ch.)	2. K. to R. sq.
3. K. to Q. Kt. 6th.	3. P. to Q. Kt. 5th.
4. K. to Q. R. 6th.	4. P. to Q. Kt. 6th.
5. B. to Q. 6th.	5. P. to Q. Kt. 7th.
6. Kt. checkmates.	

It will be seen, on playing the above moves, that, had white failed to check with his Kt., the P. would have gone to Queen, and probably won the game.

TWO KNIGHTS AND A KING AGAINST A KING

cannot, under any circumstances, force a mate; but if it happen that the adverse King possesses a Pawn or two, then checkmate may be sometimes attained, even though his Pawn is able to Queen. As before observed, *a King and a minor Piece cannot checkmate.* With a Bishop, Pawn, and King against a King, or a King and Pawn against a King,

or a King, Knight, and Pawn against a King, it often becomes a matter of great difficulty to avoid a stalemate.

In the foregoing position (see Diagram 6), if the black moves first, the white wins; if the white moves, the game is drawn.

You will perceive that, if black moves first, he must move on one of the black squares, when the Pawn is pushed forward to the seventh square, *without giving check*. It may be observed, as a general rule, that if the King can advance to the sixth square with a Pawn on either side of him, he can force a mate. If the white, in this case, moves first, he must either advance his Pawn or move his King behind or away from the Pawn. In either case, a drawn game would be the result.

Many positions might be given of these odds, but we prefer leaving them to the ingenuity of our readers.

TWO PAWNS AND KING AGAINST A KING.

Two Pawns on squares next each other ought always to win against a single King. With a single Pawn, however, on the Rook's file, a drawn game must always result if the game be properly played.

A PAWN AND MINOR PIECE AGAINST A KING.

A Pawn supported by a minor Piece ought always to win against a single King; but positions occur in which a King can draw the game against a King, Knight, and Pawn. The following is a notable example (see Diagram 7):

Diagram 7.   Diagram 8.

BLACK.   BLACK.
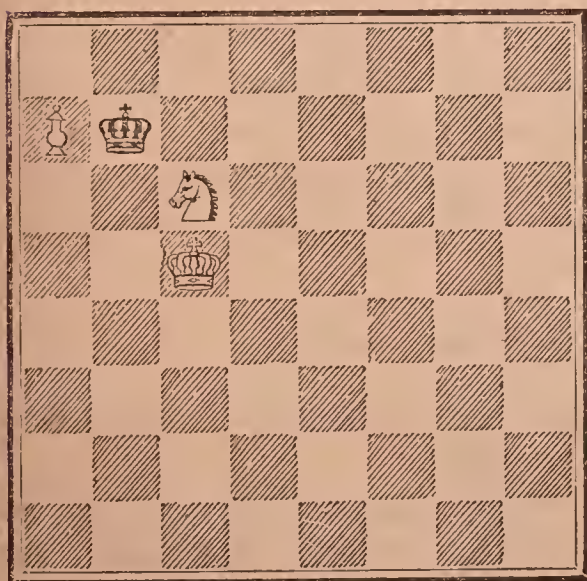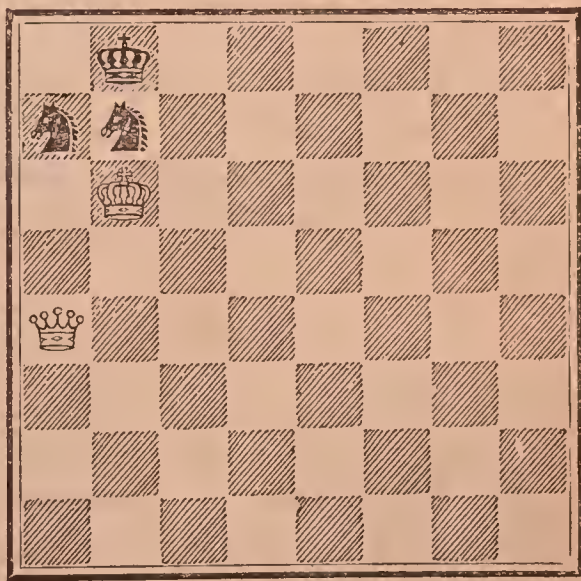
WHITE.   WHITE.

In all endings of games, in which there are Pieces and Pawns on both sides, it often becomes a matter of considerable difficulty for either side to win. With ordinary players, the strongest side wins, as a matter of course; but it sometimes happens that the inferior Pieces win against the superior, or draw the game by stalemate or perpetual check. It may, however, be stated, as an invariable rule, that the Queen can always win against any one inferior piece, and usually against two. An examination of the following positions will be found extremely useful to the young player.

QUEEN AGAINST BISHOP OR KNIGHT.

The Queen wins against a Bishop or Knight, except when the latter has the power of sacrificing the inferior Piece, and making a drawn game. Examine the following position. Black playing, draws the game :—

<table>
<tr><td>WHITE.</td><td>BLACK.</td></tr>
<tr><td>K. at his R. 6th..</td><td>K. at his R. sq.</td></tr>
<tr><td>P. at R. 5th.</td><td>Kt. at Q. 3d.</td></tr>
<tr><td>Q. at K. B. 3d.</td><td></td></tr>
</table>

QUEEN AGAINST A ROOK.

The Queen wins against a Rook in all the usual positions, as it has the power of giving check at an angle, and at the same time commands the Rook's place.

KING AND QUEEN AGAINST KING, ROOK, AND KNIGHT.

The King and Queen against King, Rook, and Knight, in the centre of the board, cannot win, as the Rook or Knight has always the power of interposing and forcing an exchange. This is allowed to be a drawn game. The King can always move out of Check, or cover the Queen's Check.

QUEEN AGAINST ROOK AND PAWN.

The Queen wins against a Rook and Pawn, except in some particular positions, when the latter can compel a draw.

Many ingenious problems have been invented, in which the inferior may force a drawn game against the superior Pieces. As a rule, however, the *Queen wins against any two inferior Pieces*. In actual play,

the Queen *ought* to win against two Bishops or two Knights. But it must be remembered that the power of the Bishops in combination is almost equal to that of a Queen, especially when it is considered that the one King can never pass the squares defended by the Bishops, and that, on receiving check, the other can always move out of danger without sacrificing one of his Pieces. *Par example:* in the following position, quoted by Staunton, from the "Handbook" of Bilguer and Von der Laza, the Bishops are able to draw the game in spite of all the efforts of the opposing Queen :—

WHITE.	BLACK.
K. at his Kt. 4th.	K. at his Kt. 2d.
Q. at her R. 4th.	B. at K. Kt. 3d.
	B. at his 3d.

The moves of the Bishop's game are thus given, White playing first :—

WHITE.	BLACK.
1. Q. to Q. 7th (ch.)	1. K. to B. or Kt. sq. (best).
2. Q. to K. 6th.	2. K. to Kt. 2d.
3. K. to K. B. 4th.	3. B. to K. R. 2d.
4. Q. to Q. 7th (ch.)	4. K. to Kt. 3d.
5. Q. to K. 8th (ch.)	5. K. to Kt. 2d.
6. K. to Kt. 4th.	6. B. to Kt. 3d.
7. Q. to K. 6th.	7. B. to R. 2d.
8. Q. to Q. 7th (ch.)	8. K. to Kt. 3d.
9. Q. to K. 8th (ch.)	9. K. to Kt. 2d.
10. K. to R. 5th.	10. Q. B. to K. B. 4th.

And the game is drawn.

It is shown however, that, had the Black moved one of his Bishops first instead of his King, the White would have won—the Queen, in a few moves, being able to win one of his Bishops, and destroy Black's defence.

It is generally considered, that *the Queen can win against two Knights.* It is, however, the opinion of the author of the "Handbuch" that this decision is open to argument. The matter is fully investigated in the "Chess-player's Chronicle," and various illustrations are there given of the power of the Knights to draw the game. In the foregoing position (see Diagram 8), for instance, the White cannot win if the Black has the move. Of course, the White wins if it moves first. If the King can be forced into a corner, as in the following diagram (see Diagram 9), it does not much matter where the opposing Queen is placed, as the King can always move out of check without

disturbing the position of the Knights. If, however, the black King leaves his Knight's or moves on to the Rook's file, he loses his position, and subsequently the game. With regard to the Knight's defence against a Queen, it has been generally considered that they should support each other; but, says Von der Laza, who may be said to be the inventor or discoverer of this mode of defence, "It is even more easy to draw the game with two Knights against the Queen than with two Bishops. The whole secret of the Knight's defence consists in placing them before their King in the same position as the Bishops;

<div align="center">

Diagram 9.   Diagram 10.

BLACK.   BLACK.

</div>

<div align="center">
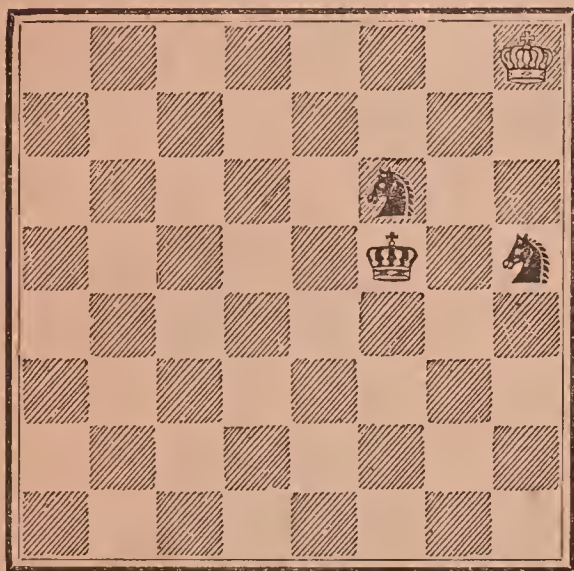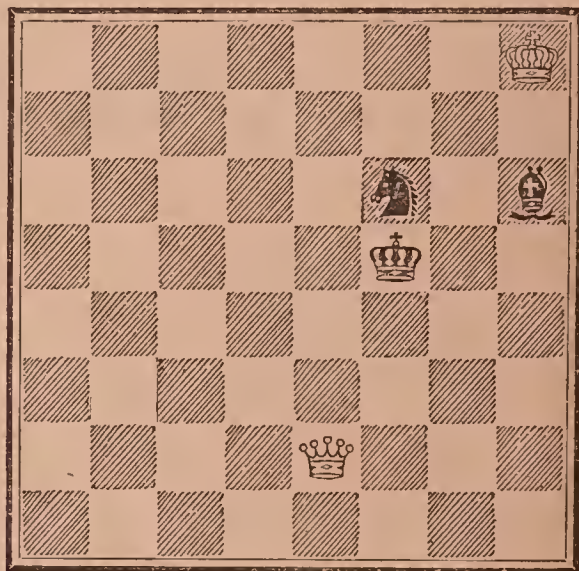
WHITE.   WHITE.

</div>

that is to say, side by side, and *not* so that they may defend each other." In illustration of this argument, the author gives the move consequent on various positions; but these, in our limited space, we cannot afford to quote. Suffice it, that he establishes the fact that the two Knights can compel the Queen to draw the game, though, under no circumstances, can they win themselves.

QUEEN AGAINST A BISHOP AND KNIGHT.

The Queen wins against a Bishop and Knight, except in some peculiar situations where the King, as in Diagram 10, can be pinned in a corner, when a drawn game is the consequence. What does it matter where the Queen is placed in a position like this?

Here it is plain that, on whatever square the Queen moves, the black King has the power of getting out of check without disturbing the

position of his Bishop and Knight; or, if it be necessary to interpose either of these Pieces, in order to cover the Queen's Check, the White King gains nothing, because his opponent always has the power to resume his position. Great care is, however, necessary in situations of this kind, because the slightest error will lead to the loss of one of the inferior Pieces. It may, however, be taken as a general rule, that the Queen wins against any two minor Pieces, especially if they are not closely supported by their King, or when they are at a distance from each other.

Diagram 11.

BLACK.
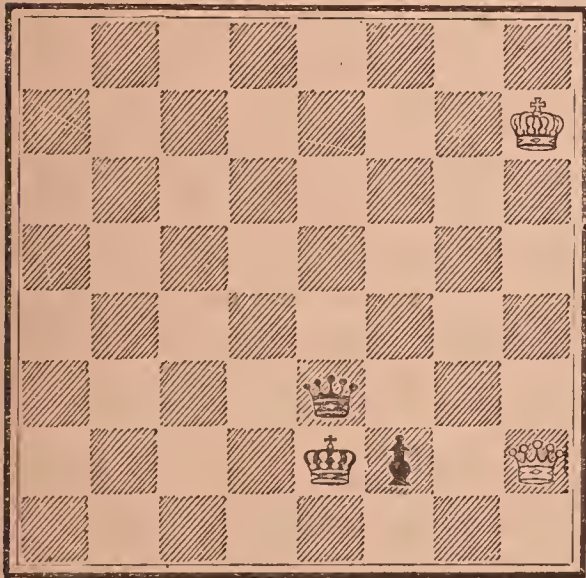
WHITE.

Diagram 12.

BLACK.
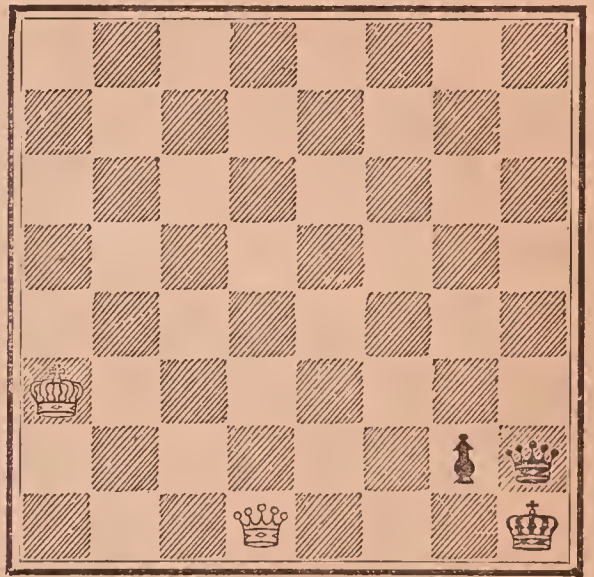
WHITE.

In some cases, *the Queen wins against a Queen and Pawn, or against a Pawn alone.* But numerous situations occur in which it is a matter of extreme difficulty to prevent a drawn game, or even a loss of your Queen. Mr. Lewis gives the above as an instance in which the Black, with the move, *ought* to win. (See Diagram 11). It would seem that the White cannot move his Queen without allowing the Pawn to advance.

What, then, does White do? If he gives check, Black interposes his Queen, which he is enabled to do *ad infinitum:* If White takes the Pawn, he loses his Queen, and the game.

Black must protect his Pawn's place; he therefore moves—

BLACK.	WHITE.
1. Q. to her Kt. 4th.	1. K. moves.
2. K. to his 8th.	2. Q. to Q. R. sq. (ch.)
3. Pawn Queens, and wins.	

Many positions might be given in which the Queen and Pawn are compelled to accept a draw against the Queen alone. In the foregoing case (see Diagram 12), the White draws the game, having the move, against two Queens.

Here the Black, being in check, must either interpose his Queen or Queen his Pawn, which allows the White to give perpetual check ; but if, instead of changing the Pawn for a Queen, the Black changes it for a Knight, we are not quite certain that the White can force a draw by perpetual check ; but, on the other hand, White always has the power of changing Queens, and a drawn game is inevitable, because Black cannot mate with a King and Knight.

With the Queen off the board, the endings of games become more and more complicated, still, with equal players, equality of Pieces and Pawns *ought* to insure a draw. In some situations, however, the position of either player's pieces gives him such an advantage as renders the winning of the game a simple certainty within a given number of moves.

With Rook against Rook, a Drawn Game is inevitable; as it being impossible to mate with a Rook except the Kings be opposite each other, as I have already shown (except when one King is in the corner), the opposing Rook has nearly always the power of giving check, and so preventing the loss of the game or exchanging pieces, and making a draw,

A Bishop ought always to draw the game against a Rook. With the Bishop to interpose, it is nearly impossible to force your adversary's King into a square opposite to your own King. But the Bishop, in this case, should not be kept too near your King, as it is possible to give check, and, by the same move, attack the Bishop. Philidor says that the only secure place for the King belonging to the weaker party is the Black square next the Black corner when the Bishop moves on the White, and *vice versá*, as, in this case, the King cannot be forced out of the corner when he has once retreated to it.

Examine the following position, and you will see that it is impossible for the Rook to win :

WHITE.	BLACK.
K. at his R. 8th.	K. at his R. 3d.
K. B. at Kt. 8th.	Q. R. at his 7th.

In the following position, White, with the move, mates in seven moves :—

WHITE.	BLACK.
K. at his Q. 7th.	K. at his R. sq.
R. at K. 2d.	B. at his K Kt. sq.
P. at Q. Kt. 2d.	P. at K. R 2d.
P. at R. 6th.	P. at Q. Kt. 5th.

The two Pawns on the Knight's file have nothing to do with the position, except to provide a move for the Black.

A ROOK AGAINST KNIGHT

is usually considered a won game. It often happens, however, that the Knight is able to force a draw.

In the following position (see Diagram 13), Black draws the game :

Diagram 13.
BLACK.
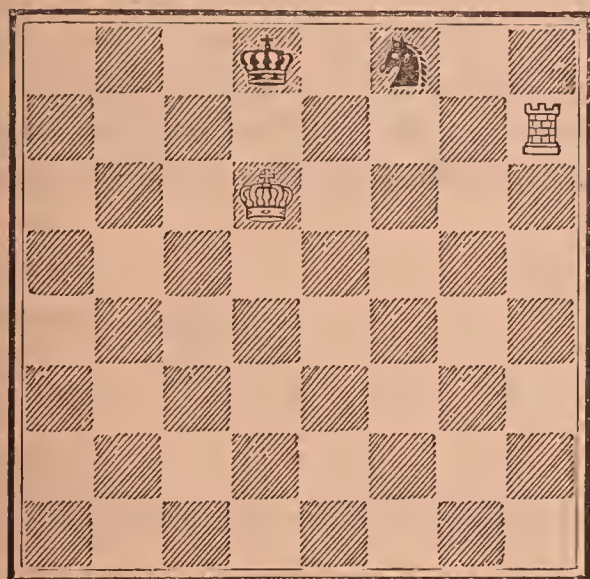
WHITE.

Diagram 14.
BLACK.
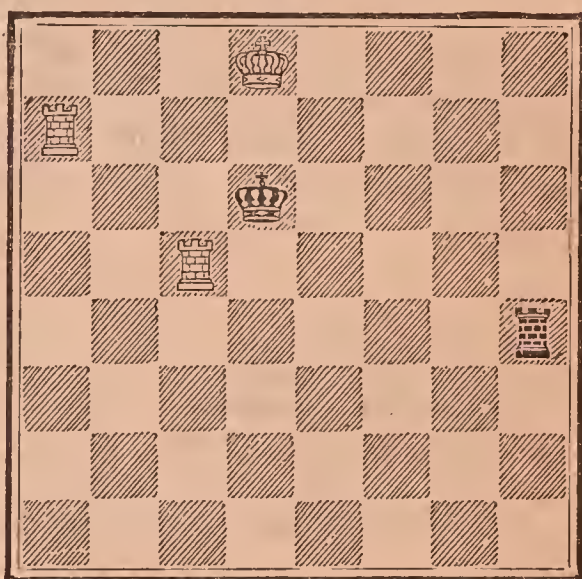
WHITE.

It will be seen that Black always has the power of interposing his Knight to cover the Rook's check, or of moving his King in case of the Rook running over to the other side. But if the Black King can be driven into a corner, the Rook wins. So long as the weaker force retains the centre squares of any of the side lines, he is safe. In the case of a Bishop against a Rook, it was shown that the corner square was the place of safety. With a Knight opposed to a Rook, however, the case is reversed—*medio tutissimis ibis.*

THE ROOK USUALLY LOSES AGAINST TWO KNIGHTS AND A BISHOP, OR TWO BISHOPS AND A KNIGHT,

But if the Rook be supported by a Pawn or two, he ought to win.

ROOK AND PAWN AGAINST ROOK

ought to win; but it often happens that the weaker force is enabled to draw the game, especially when the King is in front of the Pawn. Mr. Staunton gives several instances in which the Rook loses against one, two, or three Pawns. Usually, however, the Rook can so frequently give check, that he can force the opposite King away from his Pawns, in which case the Rook wins. If, however, a King or Queen's Pawn can be advanced to its 7th square, and is well defended by its King, it may sometimes win against a Rook, or even against a Queen, or, at any rate, obtain a draw, by stalemate or perpetual check. Two Pawns, united at their sixth squares, must win against the Rook.

Two Rooks against one ought to win, and generally do, except in some peculiar situations. In Stamma's famous position—(see Diagram 14)—it is evident that, having to play first, Black wins in a single move; and, even without the move, it would seem that he can draw the game, because White cannot, by the same move, defend the checkmate and protect his rook. We can show, however, that in this position the White can win the game.

WHITE.	BLACK.
1. R. to K. R. 5th.	1. R. takes R.
2. R. to Q. R. 6th (ch).	2. K. moves.
3. R. to Q. R. 5th (ch).	3. K. moves.
4. R. takes R. and wins.	

And if the Black declines to take the offered Rook, the White wins directly.

ROOK AND PAWN AGAINST A BISHOP

ought to win, in spite of the interposing power of the latter. In Philidor's famous position—(See Diagram 15),—Black can draw the game if the White makes the slightest slip. Various modes of attack for White are given by the players, but it is only by the greatest care that the Rook can win.

It has, at length, been admitted that the *King, Rook, and Bishop cannot force a checkmate against a King and Rook.* The solution of this interesting question is due to Herr Kling, who, in an elaborate treatise, has proved to demonstration that the Rook can always draw the game against a Rook and Bishop. Our space will not allow us to further allude to this remarkably ingenious examen, but, after repeated trials and experiments, we are forced inevitably to Herr Kling's conclu-

sion, namely, that *Rook and Bishop against a Rook constitute a drawn game.*

<table>
<tr>
<td align="center">Diagram 15.</td>
<td align="center">Diagram 16.</td>
</tr>
<tr>
<td align="center">BLACK.</td>
<td align="center">BLACK.</td>
</tr>
</table>
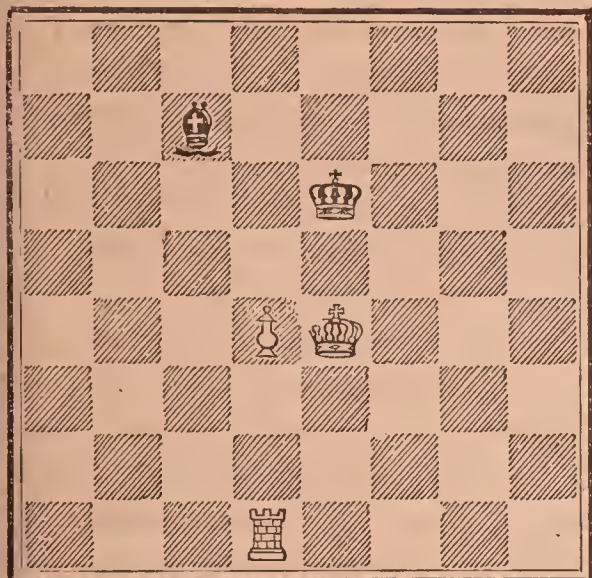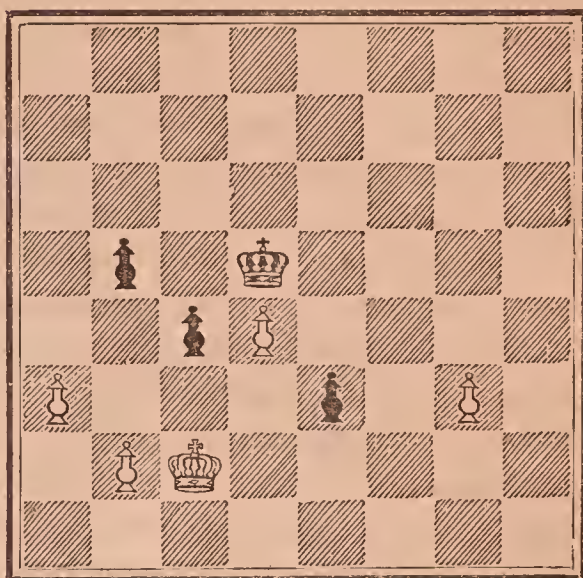
<table>
<tr>
<td align="center">WHITE (TO PLAY).</td>
<td align="center">WHITE.</td>
</tr>
</table>

ROOK AND KNIGHT AGAINST ROOK.

The Rook ought to draw the game against Rook and Knight. This is the usual opinion, but Mr. Forth has demonstrated the superiority of the two pieces over the one. The following position is given by that gentleman as an instance in which White ought to win in about twenty moves :—

WHITE.	BLACK.
K. at K. B. 6th.	K. at his sq.
R. at Q. Kt. 7th.	Q. R. at his sq.
Kt. at K. 4th.	

" It will be seen," says Mr. Forth, " that when the Black King is on the Rook's, Knight's or Bishop's squares, it is comparatively easy to force the game ; but the difficulty is materially enhanced when he is on the King's or Queen's squares, where it is at present an undecided question whether mate can be forced in general situations. The positions where the Rook and Knight exercise the greatest power are those in which the adverse Rook is on the same part of the board as that on which the Kings stand, and the White Knight can be moved to the squares next to his King for the purpose of interposing when check is given. Such situations are, for the most part, decisive. Great care

must, however, be taken to keep the Kings near to each other, that time may not be lost in gaining the opposition at the right moment."

Between equal players, games which are left with a King and the same number of Pawns on either side, may generally be considered as drawn. And if we allow only their original value to the Pawns, such a result would be almost invariable; but the power possessed by the Pawn of exchanging for a Queen, or any other piece, on reaching its eighth square, renders such endings extremely interesting, and sometimes very complicated. It often happens that a good player will change away his pieces for others of equal value, in order, when he has a superiority of Pawns, to fight out his game with the Pawns alone. In such cases, the greatest circumspection is necessary, as the slightest mistake on either side will result in the loss of the game. Nothing shows a good player's skill so well as a perfect handling of his Pawns, and it is in the indifference with which an amateur sacrifices them that his want of knowledge is exhibited. It is exceedingly difficult to convey upon paper the proper method of playing Pawns, so much depends on the way in which they are supported by their King and each other, and the force that is brought against them. And it is only by a careful examination of critical situations, combined with actual experience derived from actual play, that the amateur can hope to attain excellence in the management of his Pawns. Instances innumerable might be given of games lost through carelessness in regard to the situation of Pawns. Mr. Staunton gives, in his excellent book, a very remarkable instance in which a game was lost, by simple inadvertence, in the great match which was played in Paris, in 1843. (See Diagram 16).

Here Mr. Staunton (the Black), instead of taking the White Queen's Pawn with his King, as he should have done, and won the game, moved his King to its fifth square, and lost. As will be seen, on playing out the game, this little slip enabled the White to Queen his Pawn and win. Had Mr. Staunton played the game out in its integrity, the following, as given by the great player himself, would have been the result:

WHITE.	BLACK.
	1. K. takes P.
2. K. to Q. sq. (best).	2. K. to Q. 6th.
3. P. to K. Kt. 4th.	3. P. to K. 7th. (ch.)
4. K. to his sq.	4. K. to Q. B. 7th.
5. P. to K. Kt. 5th.	5. K. takes Q. Kt. P.
6. P. to K. Kt. 6th.	6. P. to Q. B. 6th.
7. P. to K. Kt. 7th.	7. P. to Q. B. 7th.
8. P. queens.	8. P. queens and checks.
9. K. takes P.	9. Q. to Q. B. 5th (ch.)
10. Q. takes Q.	10. P. takes Q. and must win.

However, not to multiply examples, it may be said that, as a rule, *King and Pawn against King and Pawn is a drawn game*, except in the instance of the Pawn Queening, and giving Check at the same move, when the game is usually won by a succession of Checks.

TWO PAWNS AGAINST ONE.

Two Pawns usually win against one, though numerous instances are known in which the single Pawn is enabled either to win or draw the game. In the following case, for example, the game is drawn, no matter which side moves first :

WHITE.	BLACK.
K. at his Kt. 5th.	K. at his Kt. 2d.
K. Kt. P. at his 4th.	K. R. P. at his 2d.
K. R. P. at his 4th.	

If, however, the White King had been on his Bishop's 4th, he must win with the move.

A KING AND TWO PAWNS AGAINST A KING AND TWO PAWNS is commonly a drawn game, but as against *passed Pawns*, the superior force ought always to win, as it is almost impossible to prevent one of the Pawns going to Queen.

Greco's celebrated position of *a King and three passed Pawns against an equal force* has usually been considered a drawn game. But it has been demonstrated by M. Szen and others that, in the following position (see Diagram 17), White must win :

Diagram 17.

BLACK.
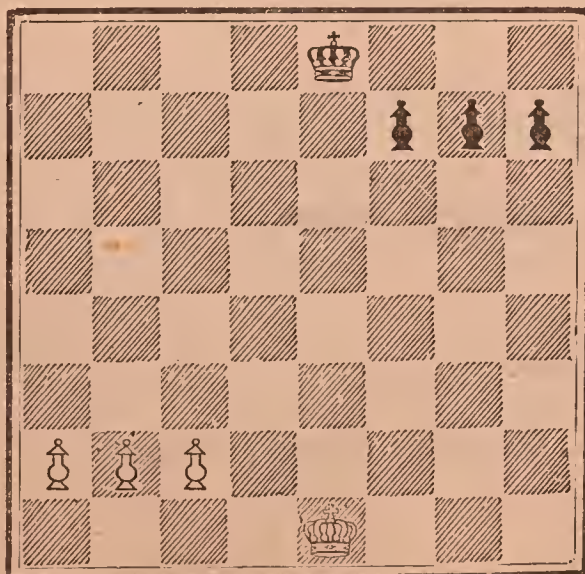
WHITE.

With the White King placed on his Queen's square, and the other Pieces as above, the side which first plays wins. This is the position that was generally assumed by the concealed player, who directed the moves of Maelzel's celebrated "automaton." It will be recollected that the automaton always insisted on the first move, and that he seldom played complete games. In fact, the games played in Europe and America by the automaton were skilfully devised "end games," the property or invention of Stamma, Lolli, and the veteran Lewis, who, in his youth, was himself engaged as the actual player. They were games carefully selected to give the automaton, *with the move*, a won game. Schlumberger, or Mulhouse, the last director of this scientific sham, lost several games, in this country, against ordinary players, and so destroyed the automaton's reputation for invincibility. The secret of the concealed player at last oozed out, and the mechanism of the wonderful Turk fell into disrepute.

OPENINGS OF GAMES.

As the *endings of games* are often of more importance than the several methods of opening them, we gave them first; but it must not be considered that the opening of a game is a matter of slight consequence. On the contrary, success frequently depends on the first dozen moves. A careful study, therefore, of the various approved openings is of the greatest importance to the youthful player.

The principal modes of beginning the game are the following:

1 THE KNIGHT'S OPENING, thus—

WHITE.	BLACK.
1. K. P. to K. 4th.	1. K. P. to K. 4th.
2. K. Kt. to K. B. 3d.	

2. THE KING'S BISHOP'S OPENING—

WHITE.	BLACK.
1. K. P. to K. 4th.	1. K. P. to K. 4th.
2. K. B. to Q. B. 4th.	

3. THE QUEEN'S BISHOP'S PAWN'S OPENING—

WHITE.	BLACK.
1. K. P. to K. 4th.	1. K. P. to K. 4th.
2. Q. B. P. to B. 3d.	

4. THE KING'S GAMBIT—

WHITE.	BLACK.
1. K. P. 2.	1. K. P. 2.
2. K. B. P. 2.	2. P. takes P.

Many varieties of these four openings on the King's side are known ; as, for example, Captain Evans's Gambit, the Guioco Piano, the Scotch Gambit, the Damiano, the Muzio, the Lopez, and the Allgaier Gambits. The openings on the Queen's side are less interesting. The principal is the Aleppo or Queen's Gambit, which is as follows :

WHITE.	BLACK.
1. P. to Q. 4th.	1. P. to Q. 4th.
2. P. to Q. B. 4th.	2. P. takes P

When the offered Pawn is taken, that constitutes the Gambit—the word, as we have already explained, is derived from an Italian term used in wrestling. Of course the game may be varied by the second player refusing to take the Pawn. In the Queen's Gambit, for instance, it is considered that the best move for the second player is to refuse the Pawn, and play P. to K's third. This was the practice of Salvio, the great Italian player, and it has been adopted, with variations, by M'Donnell, La Bourdonnais, Mr. Staunton, Mr. Morphy, the great American player, and others. Let us examine the King's Gambit. which, after all, is the best and safest opening for the young player

$$\left(1. \ \frac{\text{K. P. 2.}}{\text{K. P. 2.}} \quad 2. \ \frac{\text{K. B. P. 2.}}{\text{P. takes P.}} \right)$$

The King's Gambit is also known as the King's Knight's Gambit, when the third move is King's Knight to Bishop's third square. This opening leads to many brilliant sorties in the hands of adroit players After accepting the Gambit, the best defence to the Knight's attack is to advance your Pawn to King's Knight's fourth square; or you may play Pawn to Queen's fourth, or Pawn to King's Bishop's fourth, or K. B. to Q. B. fourth, and the chances of the game will be equal. Examine the following game for the result of this method :

KING'S GAMBIT.

WHITE.	BLACK.
1. P. to K's 4.	1. P. to K's 4.
2. P. to K. B's 4.	2. P. takes P.
3. K's Kt. to B's 3.	3. P. to K. Kt's 4.
4. K's B. to Q's B. 4.	4. B. to K. Kt's 2.
5. Castles.	5. P. to K. R's 3.
6. P. to Q's 4.	6. P. to Q's 3.
7. P. to Q's B. 3.	7. P. to Q. B's 3.
8. Q. to her Kt's 3.	8. Q. to K's 2.
9. P. to K's Kt's 3.	9. P. K. Kt's 5.
10. Q's B. takes P.	10. P. takes Kt.
11. R. takes P.	11. Q's B. to K. 3.
12. P. to Q's 5.	12. Q's B. to K. Kt's 5.
13. P. takes Q's B's P.	13. B. takes R.
14. P. takes Kt's P.	14. Q. takes K's P.
15. P. takes R. (become a Q.)	15. Q. takes Q.
16. B. takes K's B's P. (ch.)	16. K. to B's sq.
17. B. takes Kt.	17. R. takes B.
18. B. takes Q's P. (ch.)	18. K. to K's sq.
19. Q. to K's 6 (ch.)	19. K. to Q's sq.
20. Q. to K's 7 (ch.)	20. K. to Q's B's sq.
21. Q. to Q's B's 7 (mate).	

THE KING'S KNIGHT'S OPENING.

WHITE.	BLACK.
1. P. to K. 4th.	P. to K. 4th.
2. K. Kt. to B. 3d.	

The Knight attacks the advanced Pawn. The usual defence to this opening is to advance the Q's Kt. to Bishop's 3. *Philidor's celebrated defence* is to advance the P. to Q. 3, thus:

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. K. Kt. to B. 3d.	2. P. to Q. 3d,

which leaves the games quite equal. *Petroff's defence* to this opening is ingenious, and worth studying. Instead of bringing the Q's Kt. out, he advances the K's Kt.

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. K. Kt. to B. 3d.	2. K. Kt. to B. 3d,

which is a variation of the Damiano Gambit, where the Pawn is advanced to K. B. 3. The celebrated Russian declares that this is the

best answer to Knight's attack. This, however, has been doubted, as the third move taken strengthens the power of the attacking party. Then there is the *Counter Gambit*, thus:

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. K. Kt. to B. 3d.	2. P. to K. B. 4th.

The following is the opening known as

THE GUIOCO PIANO.

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. K. Kt. to B. 3d.	2. Q. Kt. to B. 3d.
3. K. B. to Q. B. 4th.	3. K. B. to Q. B. 4th.

Here the Black plays a perfectly safe game; but its strength depends on the answer he gives to his opponent's fifth move. If White advance his P. to Q. third, it is best, perhaps, for Black to take P. with P.; but if White brings his K. Kt. to his 5th square, then Black had better castle, and the game is equal. Many variations of this opening occur in the experience of every player. We come now to—

CAPTAIN EVANS'S GAMBIT.

This is a clever variation of the Guioco Piano, and was invented by the fine player whose name it bears. It is as follows:

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. K. Kt. to B. 3d.	2. Q. Kt. to B. 3d.
3. K. B. to Q. B. 4th.	3. K. B. to Q. B. 4th.
4. P. to Q. Kt. 4th.	4. B. takes Q. Kt. P.,

which last move of the Black constitutes the gambit. You see the Bishop or Knight must take the Pawn, or else retreat with the Bishop. This fine opening brings the attacking player's Pawns into the centre of the board, and yet leaves him room to attack the adverse K. with both Q. and Q. B. It is a most powerful opening, and can scarcely be resisted. Mr. Staunton in his "Handbook," has several illustrations of the proper modes of replying to this opening; but in all, the White, or rather the first player, has the advantage. Then we have—

THE KNIGHT'S DEFENCE.

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. K. Kt. to B. 3d.	2. Q. Kt. to B. 3d.
3. K. B. to Q. B. 4th.	3. K. Kt. to B. 3d.

which is also a variation, like the Scotch Gambit, of the Guioco Piano, and was invented by Gianutio, who flourished in the middle of the sixteenth century. Next there is—

RUY LOPEZ'S GAME.

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. K. Kt to B. 3d.	2. Q. Kt. to B. 3d.
3. K. B. to Q. Kt. 5th.	3. K. Kt. to B. 3d,

which is also a strong game, if well supported; but it often leads to a rapid exchange of Pieces, and in the hands of a poor player, a rather dangerous adventure.

THE SCOTCH GAMBIT

varies the Knight's opening, by advancing the Q. P. two squares at the third move. It is certainly one of the best replies to the Knight's opening yet discovered. It is also called the *Queen's Pawn Game*, and was first brought prominently into notice in the celebrated match by correspondence between the London and Edinburgh clubs some years since. Black *must* take the advance Q. P.. or consent to be in a very bad position. If the player acting on the defence declines the gambit, he endangers his game, which is not certainly the case with the other gambits in this opening. Most writers, however, agree with Lolli, that the White's best 4th move is to take the Kt., when Black takes Kt. with P. Many ingenious variations of this opening are given by the principal writers on chess.

It is but a simple variation of the Guioco Piano, and may be considered a safe way of commencing a game. These are the moves:

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. K. Kt. to B. 3d.	2. Q. Kt. to B. 3d.
3. Q. P. 2.	

This third move of the White gives the name to the opening, and when Black takes the offered Pawn, the gambit is complete. Both Morphy and Staunton consider the advance of the Q. P. quite sound, and often adopt it. A clever variation of the Q. P's opening is that invented by Cochrane. Thus:

WHITE.	BLACK.
	3. P. takes P.
4. K. B. to Q. B. 4th.	4. B. checks.
5. P. to Q. B. 3d.	5. P. takes P.
6. P. takes P.	

The sixth move of the White is that invented by Cochrane. It is very pretty, but will not stand, for if Black plays K. B. to Q. R's 4, White is obliged to push on his K. P. To this Black responds with his Q. P. two (St. Amant's move), or with his K. Kt. to K's 2d, the move proposed by Major Jaenisch, the famous German analyst. The Q. P. 1 move is, by some considered unsound. An examination of the following illustrative game, in which each player moves his Q. P. two squares, will show that Mr. Staunton is right:

BETWEEN MESSRS. MORPHY AND LICHTENHEIN.

The American Chess Tournament.

WHITE (MR. LICHTENHEIN).	BLACK (MR. MORPHY).
1. P. to Q. 4th.	1. P. to Q. 4th.
2. P. to Q. B. 4th.	2. P. to K. 3d.
3. Q. Kt. to B. 3d.	3. K. Kt. to B. 3d.
4. K. Kt. to B. 3d.	4. P. to Q. B. 4th.
5. P. to K. 3d.	5. Q. Kt. to B. 3d.
6. P. to Q. R. 3d.	6. K. B. to Q. 3d.
7. Q. P. takes P.	7. K. B. takes P.
8. P. to Q. Kt. 4th.	8. K. B. to Q. 3d.
9. Q. B. to Kt. 2d.	9. Castles.
10. Q. Kt. to Kt. 5th.	10. K. B. to K. 2d.
11. Q. Kt. to Q. 4th.	11. K. Kt. to K. 5th.
12. Q. Kt. takes Q. Kt.	12. Kt. P. takes Q. Kt.
13. K. B. to Q. 3d.	13. P. to Q. B. 4th.
14. Kt. to Q. 2d.	14. Kt. takes Kt.
15. Q. takes Kt.	15. Q. P. takes P.
16. K. B. to K. 4th.	16. Q. takes Q.
17. K. takes Q.	17. Q. R. to Kt. sq.
18. Q. B. to K. 5th.	18. Q. R. to Kt. 4th.
19. K. B. to Q. B. 6th.	19. Q. R. to Kt. 3d.
20. P. to Q. Kt. 5th.	20. Q. B. to Kt. 2d.
21. Q. B. to B. 7th.	21. P. to B. 6th (ch.)
22. K. takes P.	22. Q. B. takes K. B.
23. Q. B. takes R.	23. K. B. to B. 3d (ch.)
24. K. to Q. 2d.	24. R. P. takes B.
25. Kt. P. takes Q. B.	25. B. takes Q. R.
26. R. takes B.	26. R. to Q. B. sq.
27. P. to Q. R. 4th.	27. R. takes B. P.
28. P. to Q. R. 5th.	28. Kt. P. takes P.
29. R. takes P.	29. P. to K. Kt. 3d.
30. P. to K. B. 3d.	30. R. to Q. Kt. 3d.
31. R. takes B. P. and the game was drawn.	

THE MUZIO GAMBIT.

This celebrated gambit is an offspring of the King's Gambit, and turns on the sacrifice by the first player of a Knight, in order to secure

a strong position. Whence it derived its name, we are not able to say; but various great writers have examined this gambit with a view to test its soundness. "In the two defences," says Staunton, "to the King's Gambit by Salvio and Cochrane, when the second player for his fourth move advanced his Pawn to King's Knight's fifth, attacking his Knight, White replies by moving his Knight to King's fifth, subjecting himself to a counter attack, from which escape without loss is difficult, if not impracticable."

From this circumstance, probably, originated the Muzio Gambit, wherein the first player, instead of removing the attacked Knight, boldly abandons him, and, by castling, immediately brings against his adversary an almost overwhelming force.

The following are the moves of the Muzio Gambit:

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 4th.
2. P. to K. B. 4th.	2. P. takes P.
3. K. Kt. to B. 3d.	3. P. to K. Kt. 4th.
4. K. B. to Q. B. 4th.	4. K. Kt. P. advances.
5. Castles.	5. P. takes Kt.

The taking of the Knight by the Black, and the act of castling on the White's fifth move, constitute the gambit. From this point, notwithstanding the loss of the Knight, White has a very strong game. But, instead of castling, some players recommend the moving of Queen's Pawn to Queen's fourth; and, as a good variation of the defence, M'Donnell advises the playing of the Queen's Knight to Queen's Bishop's third.

To continue the game from the above opening:

WHITE.	BLACK.
6. Q. takes P.	6. Q. to K. B. 3d.
7. K. P. 1.	7. Q. takes K. P.
8. Q. P. 1.	8. K. B. to R. 3d.
9. Q. B. to Q. 2d.	9. K. Kt. to K. 2d.
10. Q. Kt. to B. 3d.	10. Q. Kt. to B. 3d (*a*).
11. Q. R. to K. sq.	11. Q. to Q. B. 4th (ch.) (*b*).
12. K. to R. sq. &c., &c.	

(*a*) Not the best move, though preferred by De la Bourdonnais.
(*b*) Best play.

Various other defences to the Black's attack are known, but this will be sufficient, as we show the White to have at least an equal game. Indeed, from this position he ought to win. Suppose we play the game out:

WHITE.	BLACK.
	12. Q. P. 1 (*c*).
13. Q. Kt. to Q. 5th.	13. Q. Kt. to K. 4th.
14. R. takes Kt. (*d*).	14. P. takes R.
15. Q. B. to Kt. 4th.	15. Q. to Q. 5th (*e*).
16. Q. B. P. 1.	16. K. P. 1 (*f*).
17. Q. to K. R. 5th.	17. Q. to K. Kt. 2d.
18. Kt. takes P. (ch.) (*g*)	18. K. to Q. sq. (*g*).
19. Kt. takes R.	19. K. R. to Kt. sq.
20. B. takes Kt. (ch.)	20. K. takes B.
21. Q. to Q. B. 5th (ch.)	21. K. to K. B. 3d (*g*).
22. Q. to Q. 4th (ch.)	22. K. to Kt. 4th.
23. Q. takes K. P., and wins.	

(*c*) The better play in our opinion, is Q. Kt. to Q. 5th.

(*d*) Evidently better than the move recommended by Bourdonnais, Q. to K. R. 5th.

(*e*) If, instead of this move, Black plays his Q. to Q. B. 3d, White replies by K. B. to Q. Kt. 5th.

(*f*) If Kt. takes Kt., your Pawn takes Q.; and if Black then replies by taking B. with Kt. White moves Q. to K. R. 5th.

(*g*) Best.

THE QUEEN'S GAMBIT.

This form of gambit was formerly called the "Aleppo Gambit," from the fact that it was a favorite opening of the celebrated Stamma of that city. Though a good opening, it is not often employed by modern players. We have not seen it once used by Morphy, and not frequently by Staunton. In the games between the Bourdonnais and M'Donnell, however, it has been brought into practice in the most successful manner. The moves of this opening are as follow:

WHITE.	BLACK.
1. P. to Q. 4th.	1. P. to Q. 4th.
2. P. to Q. B. 4th.	2. P. takes P.

The taking of the Pawn on the second move of the second player constitutes the gambit. The Pawn is sometimes refused, and Pawn moved to King's third instead. Salvio advises the latter mode of play as the safest and best, and proposes, as the second move of the Black, the advance of a Pawn to Q. B's fourth square—a conclusion from which we respectfully dissent. To pursue the game as opened above:

3. P. to K. 3d.	3. P. to K. 4th.
4. P. to Q. R. 4th,	

and the result will be, that White gains a Piece at the eighth move, and obtains a very strong position. If, however, a different mode of play be adopted, as—

13*

4. P. to Q. Kt. 4th.
4. P. to Q. B. 3d.
5. P. takes P.

1. P. to Q. R. 4th.
5. P. takes P.
6. Q. to K. B. 3d,

the White still gains a Piece. Perhaps the best play for the Black is to exchange Queens and give check, which obliges the White King to move and rather cramps his game, and allows Black to castle without danger. Staunton's analysis of this opening clearly proves that the refusal of the gambit leads to the best game. It will be seen though, that the chances of either player are equal, if the usual mode of conducting this gambit be adopted, *Par exemple*:

WHITE.	BLACK.
1. P. to Q. 4th.	1. P. to Q. 4th.
2. P. to Q. B. 4th.	2. P. takes P.
3. Q. Kt. to B. 3d.	3. K. Kt. to B. 3d.
4. P. to K. 3d.	4. P. to K. 4th.
5. K. B. takes P.	5. P. takes P.
6. P. takes P.	6. K. B. to Q. 3d,

And the game is over.

IRREGULAR OPENINGS.

Since the time of the Chess tournament in which Mr. Morphy participated, some doubts have been expressed as to the soundness of the regular defence to the King's Knight's Opening—Q. Kt. to B's 3d for the second player; and Philidor's Defence—Pawn to Q's 3d—has again come into position. This move, which for a time, prevents the King's Bishop from coming out, is now considered—so variable is fashion even in Chess-play—to be safer and better than the regular defence. In the games between Morphy and Lowenthal, during the visit of the former to Europe, Philidor's defence was adopted by the American champion with considerable success; but, after all, it is quite a matter of opinion as to which is the best reply to the King's Knight's Opening—so much depends on the tactics of the first player.

Among the irregular openings adopted are, the FRENCH GAME:

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to K. 3d.
2. P. to Q. 4th.	2. P. to Q. 4th.
3 P. takes P.	3. P. takes P.

OR.

3. P. to K. 5th.	3. P. to Q. B. 4th.

Next we have what is called the SICILIAN GAME:

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to Q. B. 4th.
2. K. Kt. to B 3d.	2. P. to K. 3d.

This leads to a strong game, and, in the opinion of Major Jaenisch, is superior to the K. Kt's opening.

Here is the CENTRE COUNTER GAMBIT:

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to Q. 4th.

and the FRANCHETTO:

WHITE.	BLACK.
1. P. to K. 4th.	1. P. to Q. Kt. 3d.
2. P. to Q. 4th.	2. Q. B. to Q. Kt. 2d.
3. K. B. to Q. 3d.	3. P. to K. 3d;

which opening also leads to an interesting game, the chances from this point being equal.

An opening seldom practised is that of bringing out both Knights before the Pawns. In the hands of a strong player, this change may be made a good one, but we doubt its soundness, as after all, the King's Pawn *must* be advanced, at about the third or fourth move. The best defence to these irregular openings is to follow the precise line of action adopted by your adversary, and not to be seduced into making the first actual attack. A very good opening is:

WHITE.	BLACK.
1. P. to K. B. 4th.	1. P. to Q. 4th;

which may be carried on either by White playing his K. Kt. to B. 3d, or by advancing his King's Pawn one square.

The advance of Pawn to Q. B. 4th is also a safe opening, which gives the first player the advantage of the move—no slight matter. We think, with M'Donnell and Morphy, that the very best mode of play is to commence the attack, and force your adversary to stand on the defensive. We will give a game from the match between Mr. Morphy and Mr. Lowenthal, illustrating the King's Knight's Opening.

WHITE (MR. LOWENTHAL).	BLACK (MR. MORPHY).
1. P. to K. 4th.	1. P. to K. 4th.
2. Kt. to K. B. 3d.	2. P. to Q. 3d.
3. P. to Q. 4th.	3. P. takes P.
4. Kt. takes P.	4. Kt. to K. B. 3d (*a*).
5. Kt. to Q. B. 3d.	5. B. to K. 2d.
6. B. to K. 2d.	6. Castles.
7. Castles.	7. P. to Q. B. 4th.
8. Kt. to K. B. 3d.	8. K t. to Q. B. 3d.
9. B. to K. B. 4th.	9. B. to K. 3d.
10. Q. to Q. 2d.	10. P. to Q. 4th.
11. P. takes P.	11. Kt. takes P.
12. Q. R. to Q. sq.	12. Kt. takes B.
13. Q. takes Kt.	13. Q. to Q. R. 4th.

14. B. to Q. 3d.	14. Q. R. to Q. sq.
15. Kt. to K. Kt. 5th.	15. B. takes Kt.
16. Q. takes B.	16. P. to K. R. 3d.
17. Q. to K. R. 4th.	17. Kt. to Q. 5th (b).
18. P. to Q. R. 3d (c).	18. K. R. to K. sq.
19. K. R. to K. sq.	19. Q. to Q. Kt. 3d.
20. Kt. to Q. R. 4th.	20. Q. to Q. R. 4th.
21. Kt. to Q. B. 3d.	21. P. to K. B. 4th.
22. R. to K. 5th.	22. B. to K. B. 2d.
23. Q. R. to K. sq.	23. Q. to Q. Kt. 3d.
24. R. takes R.	24. R. takes R.
25. R. takes R. (ch).	25. B. takes R.
26. Q. to K. 7th.	26. B. to B. 2d.
27. Kt. to Q. R. 4th.	27. Q. to Q. R. 4th.
28. Kt. takes Q. B. P.	28. Q. to Q. 7th.
29. P. to K. B. 3d (d).	29. Kt. to Q. B. 3d (e).
30. Q. to K. 2d.	30. Q. B. 8th (ch.)
31. K. to B. 2d.	31. Q. takes Kt. P.
32. B. takes P.	32. Q. takes R. P.
33. Q. to Q. Kt. 5th.	33. Q. to Q. B. 6th.
34. Kt. to Q. Kt. 3d.	34. Q. to K. B. 3d.
35. Q. takes Q. Kt. P.	35. P. to K. Kt. 3d.
36. Q. to Q. B. 8th (ch.)	36. K. to R. 2d.
37. B. to Q. 3d.	37. Kt. to K. 4th.
38. Kt. to Q. 2d.	38. Q. to R. 5th (ch.)
39. K. to B. sq.	39. Q. takes R. P.
40. Kt. to K. 4th.	40. Q. to K. R. 8th (ch.)
41. K. to B. 2d.	41. Q. to Q. B. 8th.
42. Q. to Q. B. 3d.	42. Q. to K. B. 5th.
43. K. to K. 2d.	43. P. to K. R. 4th.
44. Kt. to K. B. 2d.	44. P. to K. R. 5th.
45. Q. to Q. 2d.	45. Q. to K. Kt. 6th.
46. Q. to K. 3d.	46. P. to Q. R. 4th.
47. Q. to K. 4th.	47. B. to K. 3d.
48. P. to K. B. 4th.	48. Kt. takes B.
49. P. takes Kt.	49. B. to K. Kt. 5th (ch.).
50. K. to B. sq.	50. B. to K. B. 4th.
51. Q. to K. 7th (ch.)	51. K. to R. 3d.

And the game was drawn.

(a) Had Black advanced his Q. P., he would have given a slight advantage to his opponent.

(b) Had White failed to have made the correct countermove—P. to Q. R. 3d—he would have lost the game.

(c) Excellent. Had he played his K. R. to K. sq., Black would probably have won a Pawn by moving Q. to her Kt. 5th.

(d) Had White advanced his Pawn to K. R. 3d, Black would have been able to draw the game by perpetual check.

(e) Forces White's Q. to retreat. Good.

In the above game it will be seen that each player stood well on the defence, and the result was a draw. Had Black, at his 33d move, played Kt. to Q's 5, White would have gained a fine position—by taking Q. Kt's P. with his Queen—and probably secured the game.

GIVING THE PAWN AND MOVE.

We have seen how some of the principal openings and endings of games are conducted; let us now devote a brief space to the consideration of the odds of a Pawn. Between even players, it has generally been conceded that the giving of a Pawn ought to lead to the loss of the game. But this must be taken *cum grano salis;* because the King's Bishop's Pawn is meant by the term "giving a Pawn." If the Queen's Rook's, or the Queen's Knight's, Pawn were given, we do not think that the gift would be any advantage to the receiver. But, taking the K. B. P. as the one given, the odds become really and powerfully great, as a good attack is immediately secured. Mr. Walker and other fine players declare that the giving a Pawn and two moves is even less odds than the single Pawn and move. The chief difference, says this gentleman, between Pawn and two moves and Pawn and move lies in this—that whereas, in the former, you, giving the odds, are cramped and crowded through a long series of moves, in the latter, you are morally sure to get your men out tolerably early, and deploy your forces in the open field, thus insuring, at least, an open fight. In the first case, you are confined in a fortress, battered by a hostile train of artillery, from which sally is proportionally difficult. In the second case, you are intrenched with a minor force, in a strong position, from which, with due care, you can always emerge into the front rank. Deschappelles and others prefer the one Pawn and move to the two Pawns and move; but we think, with Mr. Walker, that the apparently weakest position is, in reality, the strongest. It would be easy to give numerous examples of both; one will suffice. Suppose Black to give the Pawn and move, his K. B. P. must be taken from the board:

WHITE.	BLACK.
1. K. P. 2.	1. Q. Kt. to B. 3d.
2. Q. P. 2.	2. K. P. 2.
3. P. takes P.	3. Kt. takes P.
4. K. B. P. 2.	4. Q. Kt. to K. B. 2d.
5. K. B. to Q. B. 4th.	5. K Kt. to R. 3d.

From this position, White *ought* to win the game. In fact—and there is no getting over it—the odds of a Pawn are very great between two players. The opening, as above, is so far favorable to the White, that De la Bourdonnais considers it "irresistible." We do not go quite so far as that, however. Let our readers play out the opening, and try for themselves.

PROBLEMS.

No book on Chess being considered complete without problems, we append a few as exercises for the ingenuity of our readers. The following are selected from various sources, as the best of their kind.

PROBLEM 1.
BLACK.
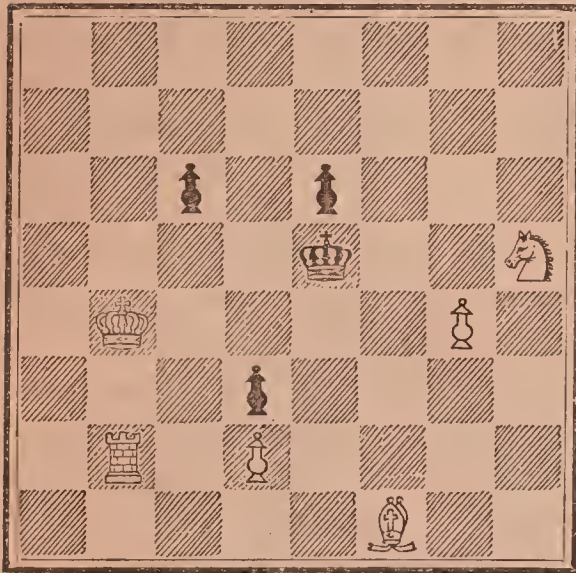
WHITE.

White playing first, checkmates in four moves.

PROBLEM 2.
BLACK.
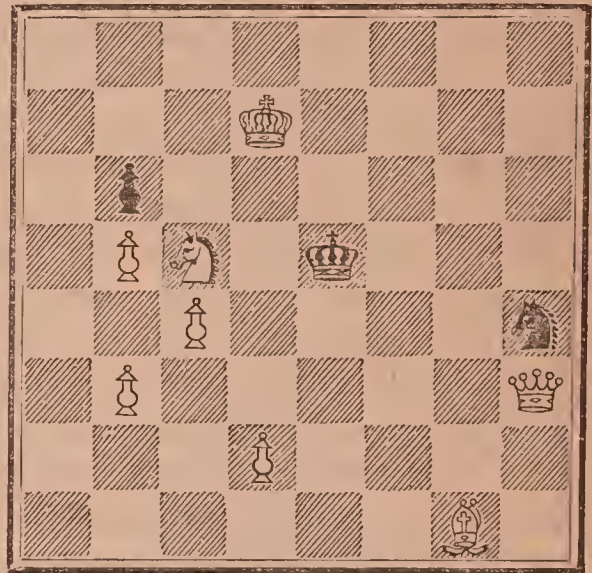
WHITE.

White to play first, and mate in three moves.

PROBLEM 3.
BLACK.
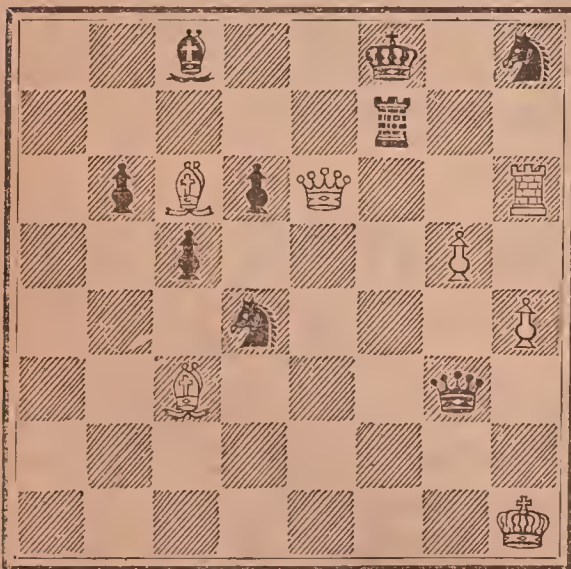
WHITE.

Black playing first, mates in one move; White playing first, mates in two moves.

PROBLEM 4.
BLACK.
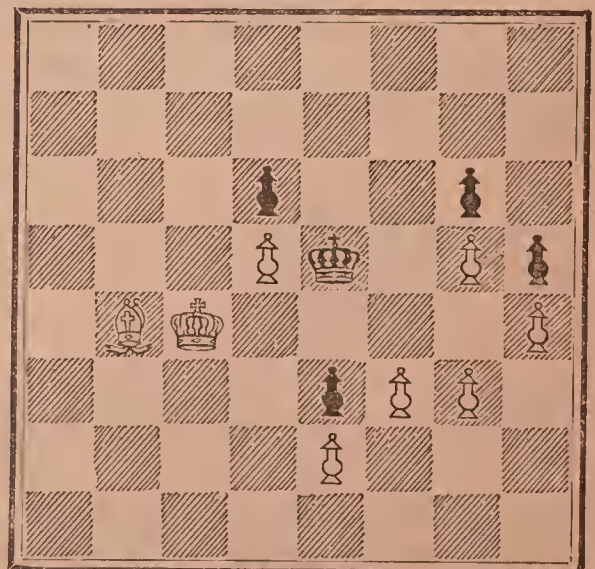
WHITE.

White to play, and mate in five moves

PROBLEM 5.

BLACK.
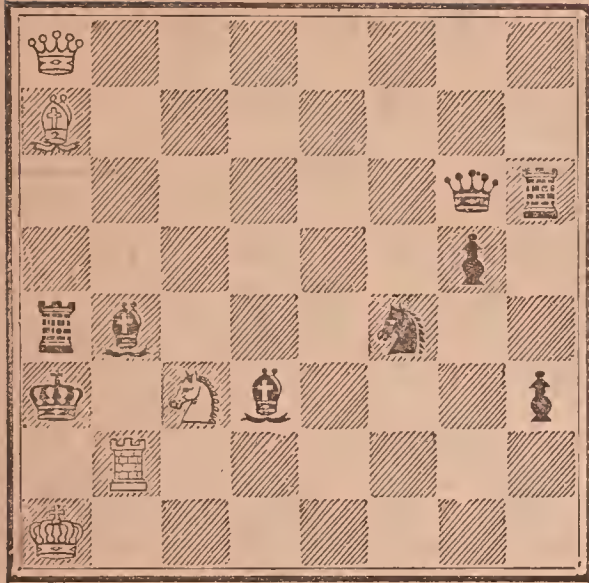
WHITE.

White to move, and checkmate in three moves.

PROBLEM 6.

BLACK.
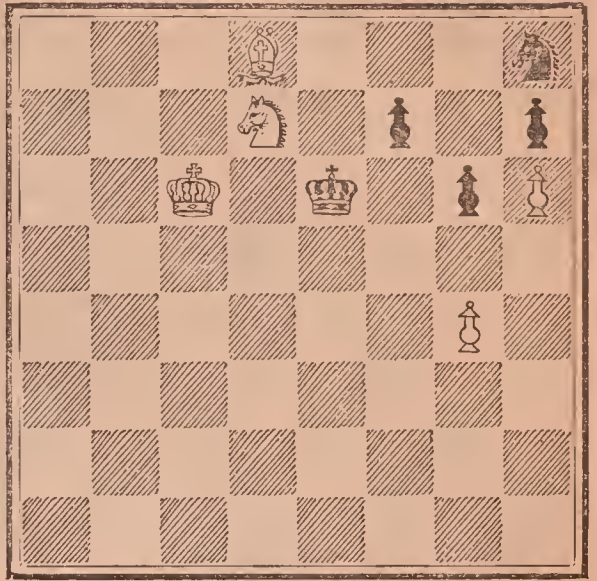
WHITE.

White to move, and mate in four moves.

PROBLEM 7.

BLACK.
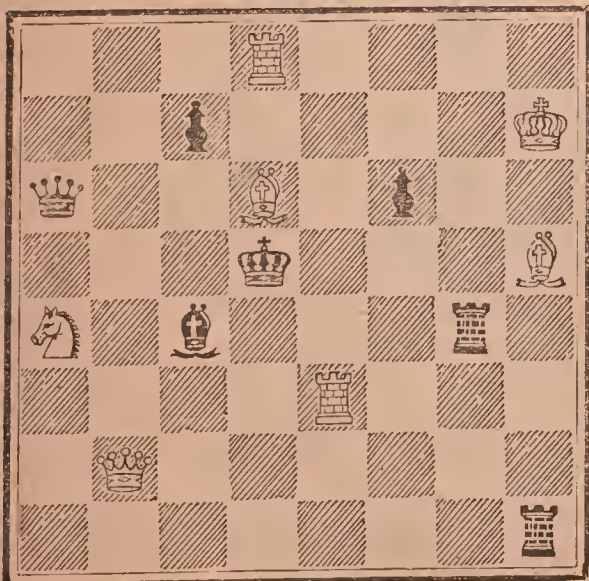
WHITE.

White to mate in three moves.

PROBLEM 8.

BLACK.
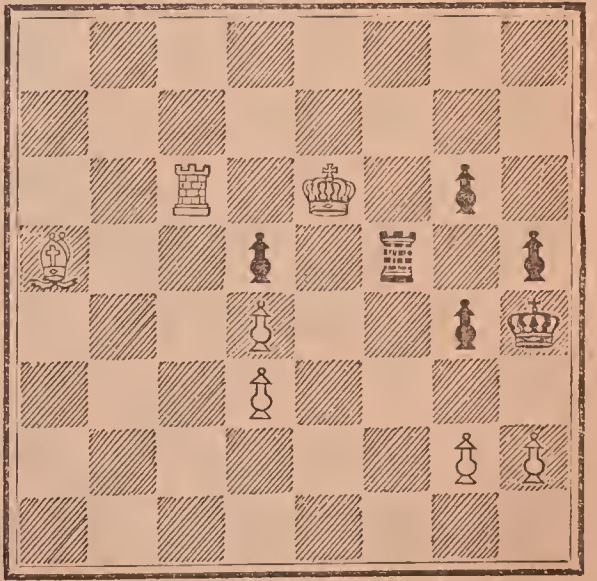
WHITE.

White to play, and mate in five moves.

PROBLEM 9.
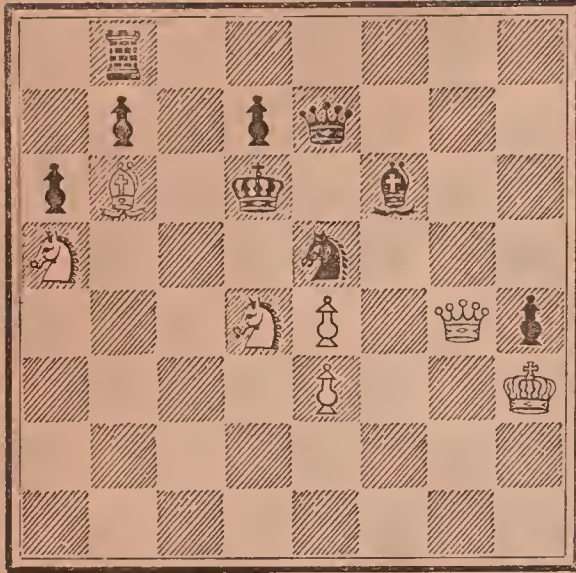
WHITE.

White to play, and mate in three moves.

PROBLEM 10.

BLACK.
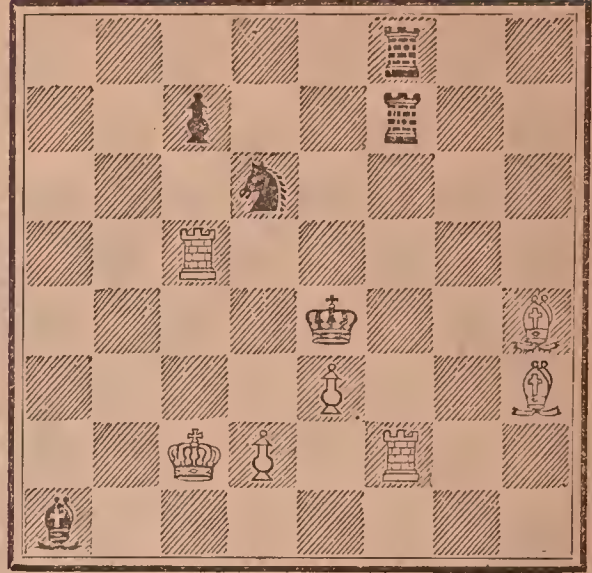
WHITE.

White to play, and checkmate in four moves

PROBLEM 11.

BLACK.
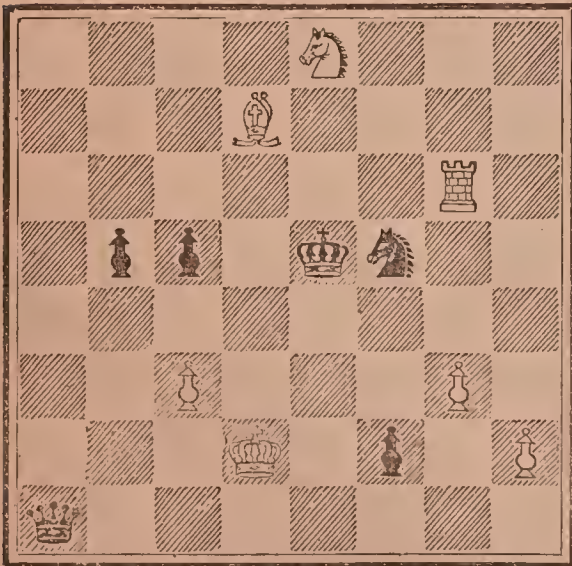
WHITE.

White to move, and to draw by perpetual check.

PROBLEM 12.

BLACK.
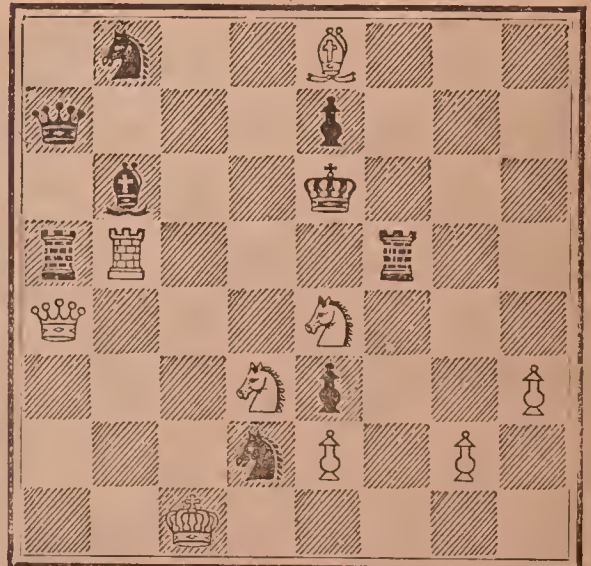
WHITE.

White to play, and mate in five moves.

PROBLEM 13.

BLACK.
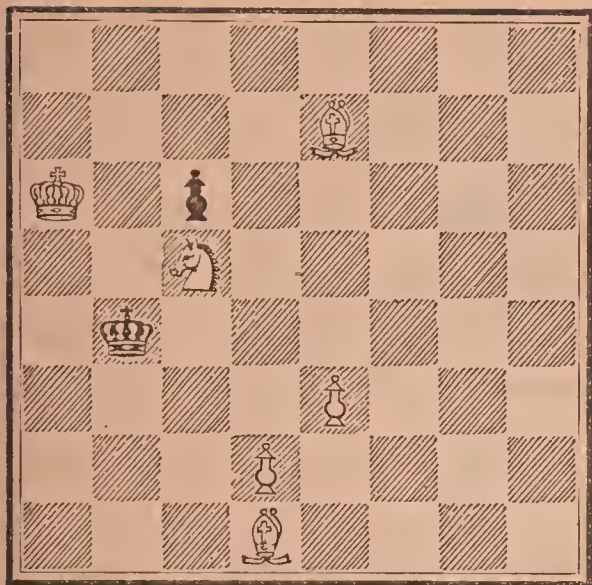
WHITE.

White to play, and mate in four moves.

PROBLEM 14.

BLACK.
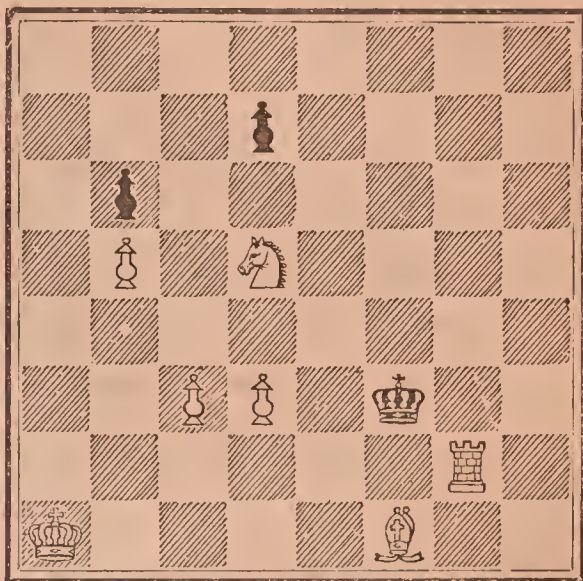
WHITE.

White to play, and mate in five moves.

PROBLEM 15.

BLACK.
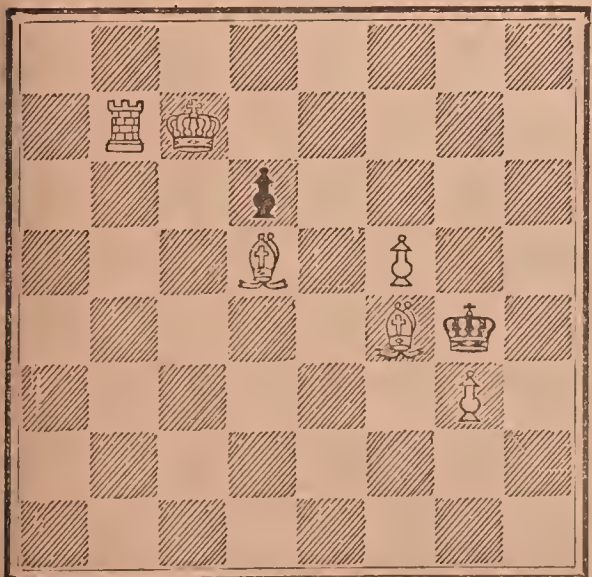
WHITE.

White to play first, and mate in four moves.

PROBLEM 16.

BLACK.
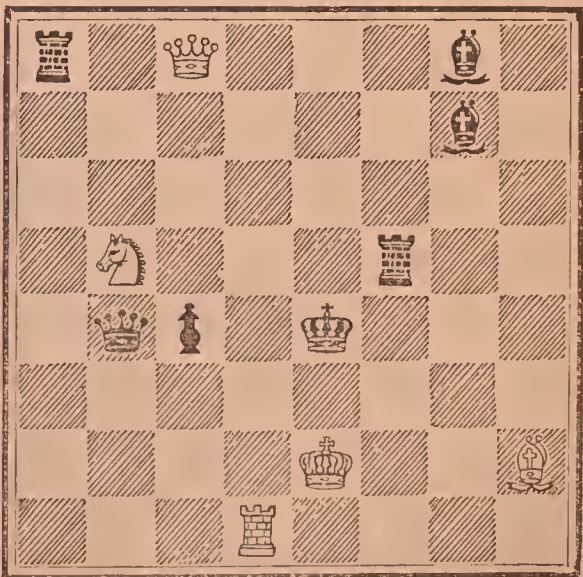
WHITE.

White to play, and mate in four moves.

Problem 17.
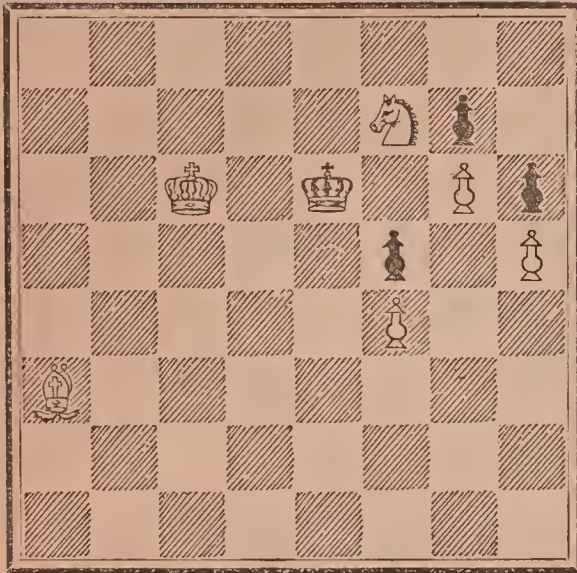
White to play, and mate in four moves.

Problem 18.

BLACK.
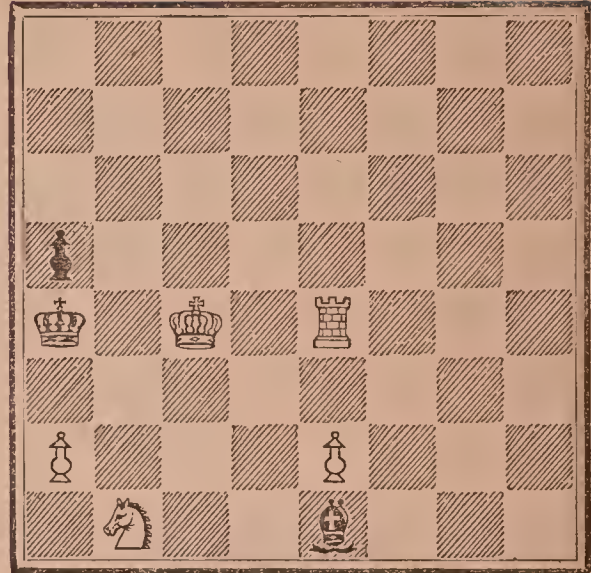
White to play, and mate in four moves.

Problem 19.

BLACK.
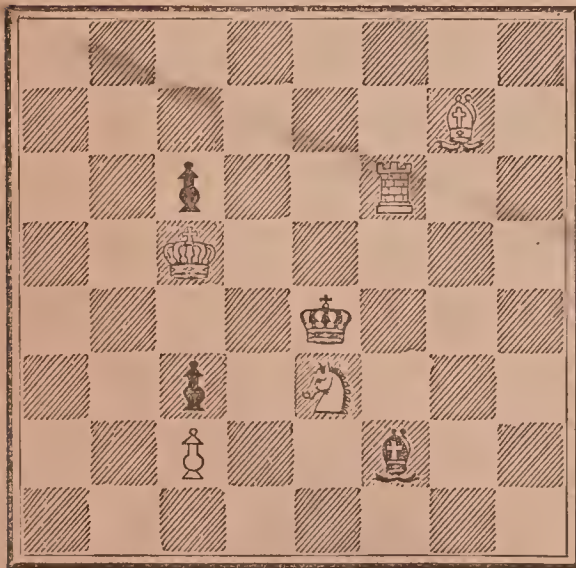
White to play, and mate in five moves.

Problem 20.

BLACK.
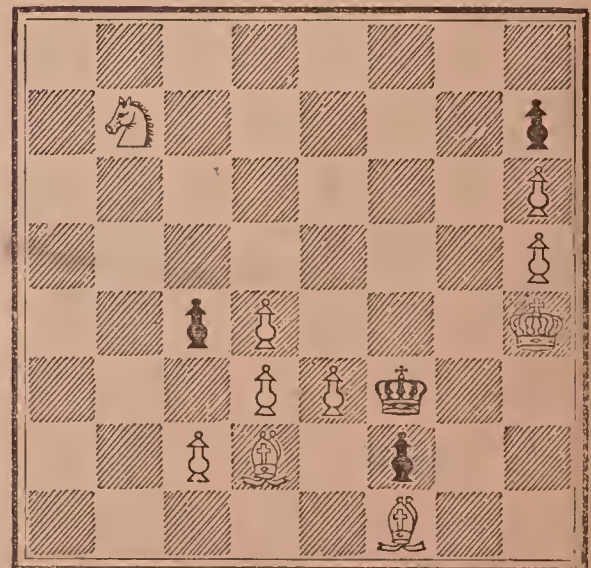
White to play, and mate in five moves.

PROBLEM 21.

BLACK.
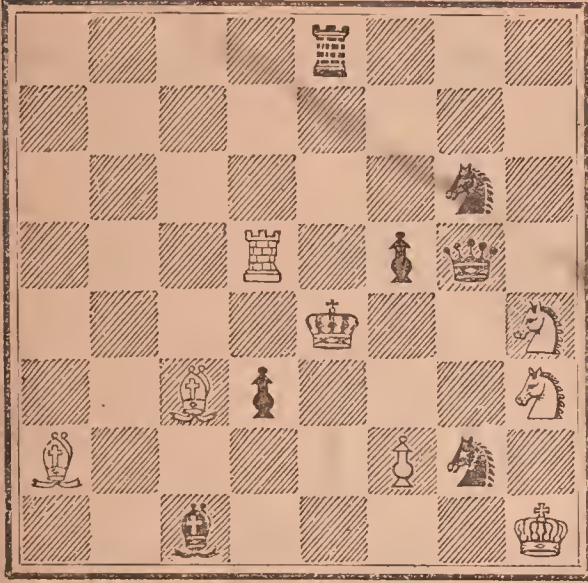
WHITE.

White to play, and mate in two moves.

PROBLEM 22.

BLACK.
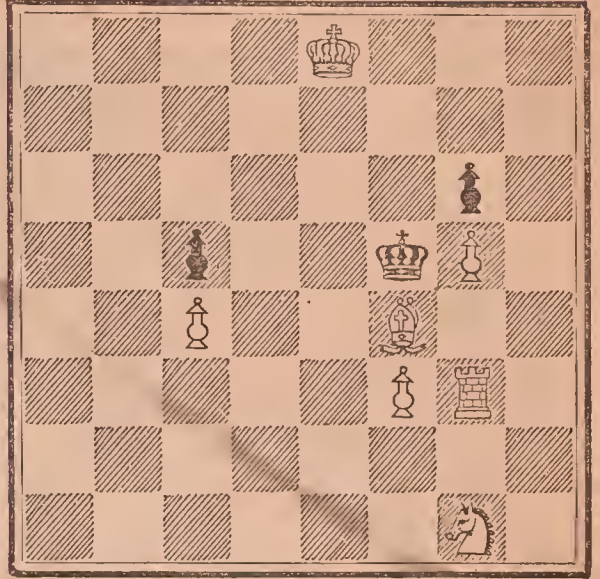
WHITE.

White to play, and mate in four moves.

PROBLEM 23.

BLACK.
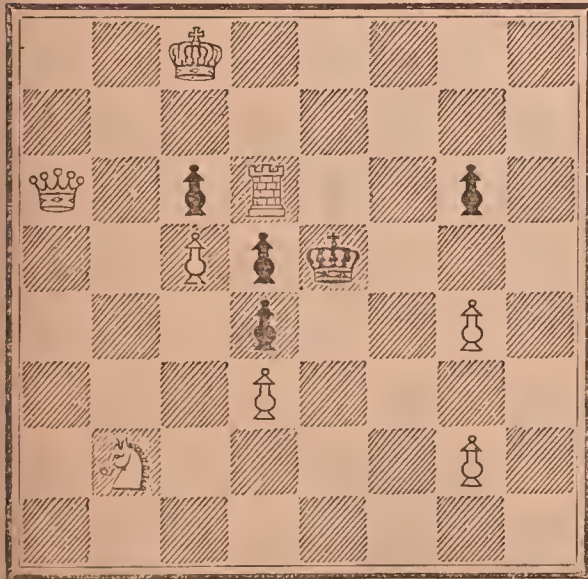
WHITE.

White to play, and mate in three moves.

PROBLEM 24.

BLACK.
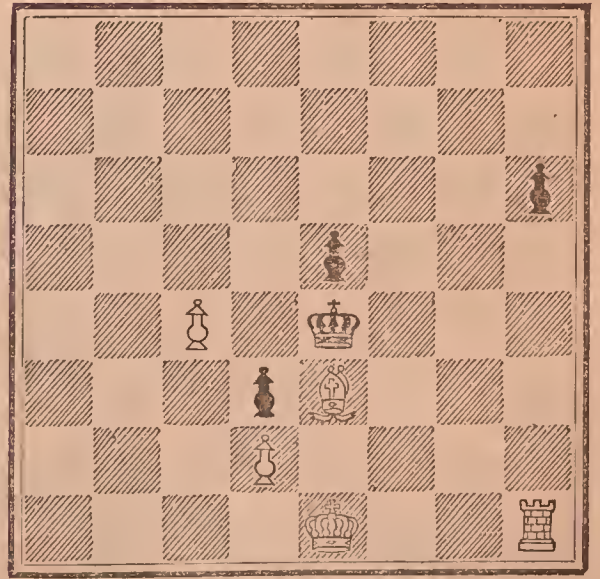
WHITE.

White to play, and mate in five moves.

CHESS PROBLEMS, BY SAMUEL LOYD.

PROBLEM 25.

BLACK.
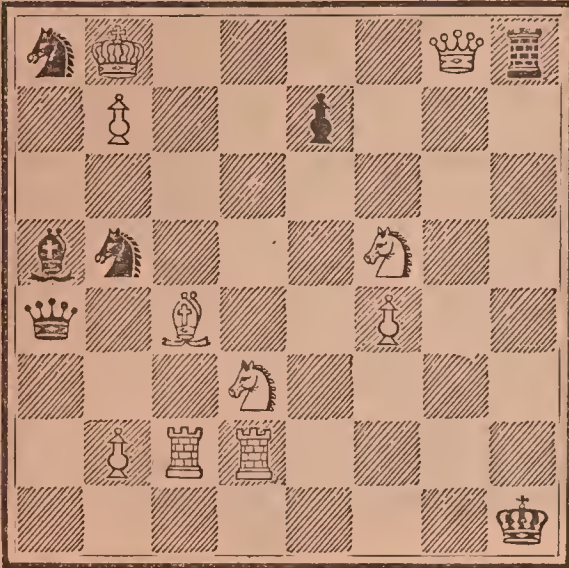
WHITE.

White to play, and mate in one move.

PROBLEM 26.

BLACK.
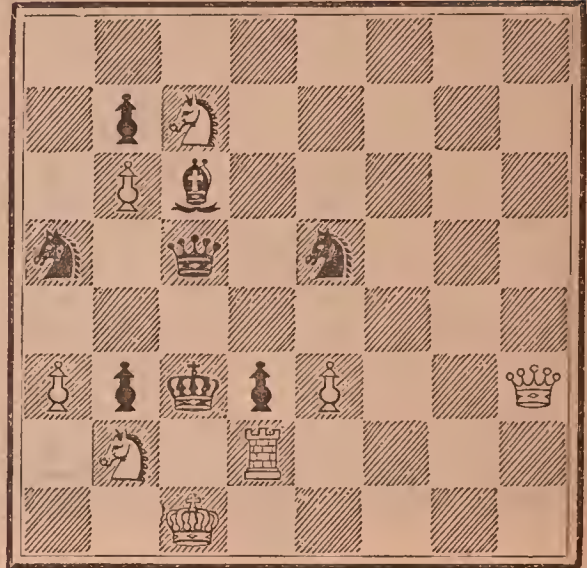
WHITE.

White to play, and mate in two moves.

PROBLEM 27.

BLACK.
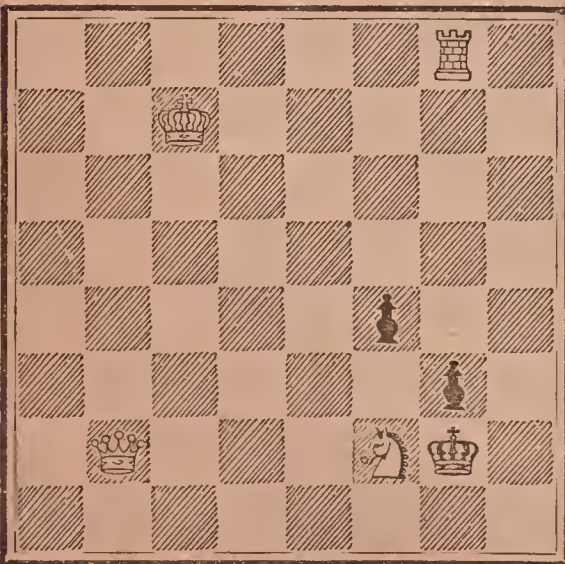
WHITE.

White to play, and mate in three moves.

PROBLEM 28.

BLACK.
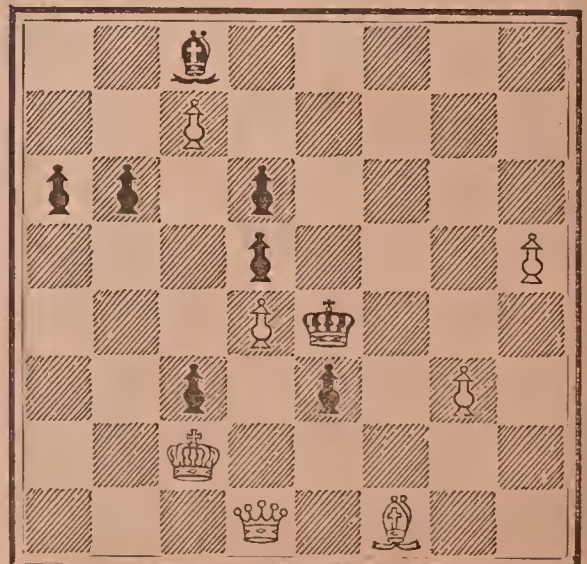
WHITE.

White to play, and mate in four moves.

SOLUTIONS TO THE FOREGOING PROBLEMS.

PROBLEM 1.

WHITE.	BLACK.
1. K. to Q. B. 5th.	1. K. moves.
2. B. to K. Kt. 2d (ch.)	2. K. retires.
3. R. to Q. B. 2d.	3. P. takes R.
4. P. 2—mates.	

PROBLEM 2.

WHITE.	BLACK.
1. B. to Q. 4th (ch.)	1. K. takes B. (best).
2. Q. to K. 6th.	2. K. takes Kt. or (a.)
3. Q. to Q. 6th—mate.	
	(a) 2. P. takes Kt. or (b.)
3. Q. to her 5th—mate.	
	(b) 2. Kt. moves.
3. Q. mates, as above.	

Or, Black, for his first move, may play K. to K. B. 5th, when White checks with his Bishop on K's 3d, and afterwards mates with Q. on K. 6th.

PROBLEM 3.

Black mates by playing his Rook to K. B. 8th. White mates—

WHITE.	BLACK.
1. R. takes Kt. (ch.)	1. K. to Kt. 2d
2. Q. to R. 6th—mate.	

PROBLEM 4.

WHITE.	BLACK.
1. B. to K. sq.	1. K. to B. 4th
2. B. to B. 2d.	2. K. to K. 4th (a.)
3. B. to Kt. sq.	3. K. to B. 4th
4. B. to R. 2d.	4. K. to K. 4th.
5. Kt. P. 1—mate.	
	(a) 2. P. takes B.
3. K. to Q. 4th.	3. P. Queens.
4. K. P. 2—mate.	

PROBLEM 5.

WHITE.	BLACK.
B. to Q. B. 5th (a.)	1. Q. to Q. R. 3d.
Q. to K. B. 3d.	2. Any move.
Kt. mates.	

(a) If R. takes Q., B. gives mate; or if B. takes B., Q. gives mate.

PROBLEM 6.

WHITE.	BLACK.
1. B. to K. B. 6th.	1. P. moves.
2. Kt. to K. B. 8th (ch.)	2. K. takes B.
3. K. to Q. 6th.	3. Kt. moves.
4. Kt. mates.	

PROBLEM 7.

WHITE.	BLACK.
1. Q. to Kt. 7th (ch.)	1. Q. takes Q. (best).
2. B. to R. 2d (disc. ch.)	2. K. moves.
3. B. mates.	

PROBLEM 8.

WHITE.	BLACK.
1. B. to Q. 8th (ch.)	1. R. interposes.
2. R. to Q. B. 5th.	2. K. Kt. P. 1.
3. R. takes P.	3. K. to Kt. 5th (a.)
4. R. P. 1 (ch.)	4. K. moves.
5. B. takes R.—mate.	
	(a) 3. P. takes R. P.
4. R. takes R.	4. P. becomes Q.
5. R. takes Kt. P.—mate.	

PROBLEM 9.

WHITE.	BLACK.
1. Q. to her sq.	1. B. moves (best).
2. Q. to her 2d.	2. Q. checks.
3. Kt. to K. B. 5th—double check and mate.	

This problem may be solved in several ways, but Black is always mated in, at most, three moves.

PROBLEM 10.

WHITE.	BLACK.
1. B. to K. B. 6th.	1. R. takes B.
2. B. to Q. 7th.	2. R. to K. B. 4th (best.)
3. R. to K. B. 4th (ch.)	3. R. takes R.
4. B. mates.	

PROBLEM 11.

WHITE.	BLACK.
1. R. to K. 6th (ch.)	1. K. moves.
2. R. to Q. 6th (ch.)	2. Kt. takes R.
3. Kt. to K. B. 6th (ch.)	3. K. to K. 4th (best).
4. Kt. to K. Kt. 4th (ch.)	4. K. to K. 5th or Q. 4th.

After which moves, it will be seen that White has perpetual check.

PROBLEM 12.

WHITE.	BLACK.
1. Q. to Q. R. 2d (ch.)	1. R. takes Q.
2. R. to K. 5th (ch.)	2. R. takes R.
3. Kt. to K. B. 4th (ch.)	3. K. to B. 4th.
4. B. to K. Kt. 6th (ch.)	4. K. takes Kt.
5. K. Kt. P. 1—mate.	

PROBLEM 13.

WHITE.	BLACK.
1. B. to Q. Kt. 3d.	1. K. moves.
2. B. to K. B. 6th.	2. K. moves.
3. B. to Q. Kt. 2d.	3. K. takes Kt.
4. B. mates.	

PROBLEM 14.

WHITE.	BLACK.
1. K. to Q. Kt. 2d.	1. P. moves.
2. P. to Q. 4th.	2. K. to K. 5th.
3. R. to K. B. 2d.	3. K. takes Kt.
4. R. to K. 2d.	4. K. to Q. B. 5th.
5. R. to K. 5th—dis. check and mates.	

PROBLEM 15.

WHITE.	BLACK.
1. K. takes P.	1. K. to R. 6th or 4th (a)
2. R. to R. 7th (ch.)	2. K. to Kt. 5th.
3. R. to R. 5th.	3. K. takes R.
4. B. to B. 3d (ch.)	
—mate.	(a) 1. K. takes P.
2. R. to K. Kt. 7th.	2. K. to B. 3d.
3. B. to K. 5th (ch.)	3. K. to B. 4th.
4. P. 1·(ch.)—mate.	

PROBLEM 16.

WHITE.	BLACK.
1. R. to Q. 4th (ch.)	1. B. takes R.
2. Q. to Q. Kt. 7th (ch.)	2. R. interposes.
3. Kt. to Q. 6th (ch.)	3. Q. takes Kt.
4. Q. to her Kt. sq.—mate.	

PROBLEM 17.

WHITE.	BLACK.
1. B. to K. B. 8th.	1. K. moves.
2. Kt. to his 5th.	2. P. takes K.
3. K. to Q. 6th.	3. P. moves.
4. B. mates.	

PROBLEM 18.

WHITE.	BLACK.
1. R. to K. 3d.	1. B. to Q. B. 6th (best).
2. R. to K. R. 3d.	2. B. to Q. Kt. 7th.
3. R. to Q. R. 3d (ch.)	3. B. takes R.
4. Kt. to Q. B. 3d— mates.	

PROBLEM 19.

WHITE.	BLACK.
1. R. takes B.	1. K. takes Kt.
2. B. to Q. 4th (ch.)	2. K. to his 5th.
3. K takes P.	3. K. takes B.
4. R. to K. 2d.	4. K. moves.
5. R. mates.	

PROBLEM 20.

WHITE.	BLACK.
1. P. to Q. B. 3d.	1. P. takes P.
2. Kt. to Q. 8th.	2. K. to K. 5th.
3. B. to K. Kt. 2d (ch.)	3. K. to K. B. 4th
4. P. to K. 4th (ch.)	4. K. to K. B. 3d
5. B. mates.	

PROBLEM 21.

WHITE.	BLACK.
1. R. to Q. 6th.	1. any move.
2. R., B., Kt., or P. mates.	

Black has several modes of defence, but no move that he can make will delay the mate beyond White's second move.

PROBLEM 22.

This problem we leave to the ingenuity of the young chess-player.

PROBLEM 23.

WHITE.	BLACK.
1. P. to K. Kt. 3d.	1. P. to K. Kt. 4th.
2. Q. to Q. B. 4th.	2. P. takes Q.
3. Kt. takes P.—mate.	

PROBLEM 24.

WHITE.	BLACK.
1. Castles.	1. P. to K. R. 4th.
2. K. to R. 2d.	2. P. to K. R. 5th.
3. B. to K. Kt. sq.	3. P. to K. R. 6th.
4. R. to B. 2d.	4. K. to Q. 4th.
5. R. to K. B. 4th—double check and mate.	

SOLUTIONS TO PROBLEMS BY SAMUEL LOYD.

PROBLEM 25.

WHITE.	BLACK.
1. P. takes Kt. (Queening) mate.	

PROBLEM 26.

WHITE.	BLACK.
1. Q. to B.'s eighth square, and	
2. Kt. or R. mates next move.	

PROBLEM 27.

WHITE.	BLACK.
1. Kt. to Kt. 4th (ch.)	1. K. to R. 8th.
2. Q. to R. 2d (ch.)	2. P. takes Q.
3. Kt. to B.'s second, mating.	

PROBLEM 28.

WHITE.	BLACK.
1. B. to Kt. 5th.	1. P. takes B.
2. Q. to K. B. square.	2. K. takes P.
3. Q. to B. 6th (ch.)	3. K. moves.
4. Q. mates.	

CHESS STRATAGEMS, AND ENDINGS OF GAMES.

Original and Selected.

PLACE the men as in the order following for each game, and endeavor to play the games out in the number of moves stated.

I.—WHITE TO PLAY, AND MATE IN THREE MOVES.

WHITE.	BLACK.
K. at Q. R. 2d.	K. at Q. R. 5th.
Kt. at Q. 5th.	Q. at Q. B. 1st.
Ps. at Q. 3d, Q. B. 2d, and	Kt. at K. 4th.
Q. R. 3d.	P. at Q. R. 4th.

II.—WHITE TO PLAY, AND MATE IN FOUR MOVES.

WHITE.	BLACK.
Q. at her 6th.	K. at his 5th.
R. at K. B. 3d.	
Kt. at K. 2d.	
B. at K. Kt. 4th.	

III.—WHITE TO PLAY, AND MATE IN FOUR MOVES.

WHITE.	BLACK.
K. at his Kt. 4th.	K. at his 5th.
Q. at K. R. 4th.	P. at Q. B. 4th.
Kt. at K. R. 3d.	
Ps. at K. B. 2d and Q. B. 6th.	

IV.—WHITE TO PLAY, AND MATE IN FOUR MOVES.

WHITE.	BLACK.
K. at K. B. 7th.	K. at Q. 5th.
K. at Q. B. 3d.	
B. at K. B. 8th.	
Ps. at Q. 2d and K. B. 2d.	

V.—WHITE PLAYS FIRST, AND MATES IN FIVE MOVES.

WHITE.	BLACK.
K. at Q. R. 2d.	K. at Q. B. 2d.
Q. at Q. R. 3d.	Q. at K. Kt. 8th.
R. at Q. 4th.	R. at Q. R. sq.
B. at K. 4th.	B. at Q. B. sq.
Kt. at Q. B. 5th.	Kt. at Q. Kt. sq.
Ps. at K. R. 2d, K. Kt. 2d, Q. Kt. 2d,	Ps. at K. R. 2d, K. Kt. 3d, Q. B. 3d,
and Q. R. 4th.	Q. B. 5th, Q. Kt. 4th, and Q. R. 3d.

Place the pieces as stated, and try your ingenuity.

VI.—White to Play, and Mate with the Pawn in Three Moves.

WHITE.	BLACK.
K. at Q. B. 5th.	K. at Q. R. sq.
Q. at K. 5th.	R. at Q. sq.
Kt. at Q. R. 6th.	B. at Q. Kt. 2d.
P. at Q. Kt. 5th.	

VII.—White Playing First, Mates in Three Moves

WHITE.	BLACK.
K. at K. Kt. sq.	K. at his 4th.
Q. at her 7th.	Q. at her Kt. 8th.
R. at Q. R. 4th.	Bs. at K. R. 5th and K. B. 6th.
B. at K. B. sq.	Kt. at Q. sq.
Kts. at K. R. 5th and Q. 4th.	Ps. at K. Kt. 5th, K. B. 4th, Q. B. 3d,
Ps. at Q. 3d, Q. B. 2d, and Q. Kt. 3d.	Q. Kt. 2d, and Q. R. 3d.

VIII.—White Playing First, Mates in Four Moves.

This capital stratagem was invented by Herr Kling—confessedly one of the most clever inventors of ingenious problems.

WHITE.	BLACK.
K. at K. B. 5th.	K. at K. R. 4th.
R. at K. Kt. 4th.	Ps at K. 5th, K. 4th, and K. Kt. 4th.
B. at K. B. 2d.	
P. at K. Kt. 2d.	

IX.—White Playing First, Mates in Four Moves.

WHITE.	BLACK.
K. at his 3d.	K. at K. Kt. 8th.
Q. at Q. R. 3d.	Ps. at K. R. 7th and 5th.
Kt. at K. R. 5th.	
P. at K. Kt. 4th.	

X.—Either Player Moving First, ought to Mate his Adversary in Three Moves.

WHITE.	BLACK.
K. at Q. R. sq.	K. at his sq.
R. at Q. 3d.	R. at Q. B. sq.
R. at K. B. 2d.	R. at Q. Kt. 3d.
B. at K. Kt. 8th.	Kt. at K. 2d.
Kt. at Q. 5th.	B. at Q. Kt. 8th.
Ps. at Q. Kt. 2d, and K. R. 6th.	Ps. at K. 5th and Q. Kt. 6th.

XI.—White Playing, Mates in Three Moves.

WHITE.	BLACK.
K. at K. sq.	K. at his 4th.
R. at K. R. 7th.	
B. at Q. B. 8th.	
Kts. at Q. 5th and K. B. 5th.	
P. at K. 2d.	

14

XII.—WHITE PLAYING FIRST, MATES IN THREE MOVES.

WHITE.	BLACK.
K. at Q. B. 8th.	K. at K. R. 3d.
Q. at K. 7th.	Q. at K. R. 5th.
R. at Q. B. 6th.	R. at K. B. 8th.
B. at K. B. 5th.	R. at Q. B. 6th.
B. at Q. 6th.	B. at K. R. 4th.
P. at K. 4th.	Kts. at K. Kt. 7th and K. 4th.
	P. at K. B. 2d.

XIII.—WHITE ENGAGES TO MATE WITH THE PAWN IN FIVE MOVES, WITHOUT TAKING THE ADVERSE BISHOP.

WHITE.	BLACK.
K. at his 8th.	K. at K. Kt. sq.
Q. at K. 6th.	B. at K. B. 3d.
R. at K. B. 7th.	
B. at Q. Kt. sq.	
P. at K. Kt. 6th.	

XIV.—WHITE TO PLAY, AND MATE IN FOUR MOVES.

WHITE.	BLACK.
K. at Q. B. 6th.	K. at K. 3d.
R. at K. B. 4th.	
B. at K. B. 3d.	
Kt. at Q. 3d.	

The above are easy illustrations of the endings of games with various pieces.

The following instructive position occurs in the ending of a game between Mr. Morphy and Mr. Lowenthal, in which the former won, of course :

WHITE (MR. MORPHY).	BLACK (MR. LOWENTHAL).
K. at Q. 2 d.	K. at K. Kt. 2d.
Q. at K. 9th	Q. at Q. R. sq.
R. at K. Kt. sq.	K. R. at his sq.
B. at Q. 3d.	B. at Q. Kt. 3d.
Kt. at K. B. 6th.	Ps. at K. Kt. 4th, Q. B. 2d, Q. Kt.
Ps. at K. R. 2d, Q. Kt. 2d, Q. B. 3d, and	2d, and Q. R. 2d.
Q. 4th.	

It would have been easy to have extended this treatise on the Noble Game of Chess to twice or thrice its present dimensions, but our space will not permit, and we think enough has been done to show how it is to be played. Having conquered the principles of the game, its practice is simply a pleasant recreation.

DRAUGHTS.

DRAUGHTS, though a strictly scientific game, is inferior to Chess in variety and interest. If antiquity gives it any claim to reverence, then the game of Draughts is worthy of our greatest regard, for it is said to have preceded Chess, which is, at least, four thousand years old! But be this as it may, the game is a good game, and, when well played, is really a fine exercise for the mind. Of course, all our readers know that Draughts is played on a board similar to that used for Chess; that
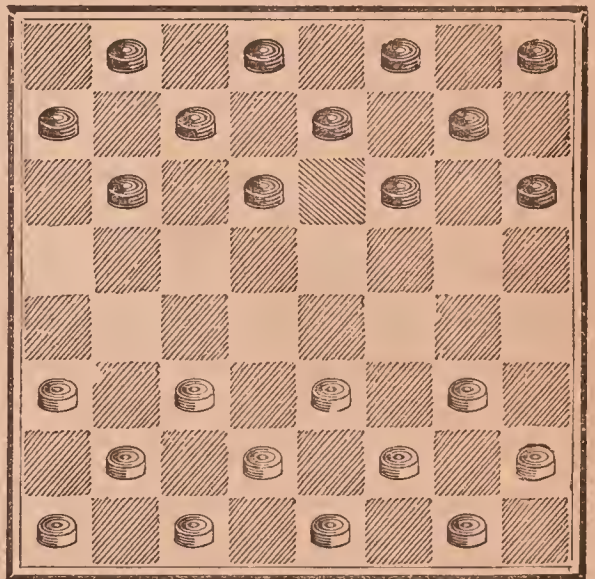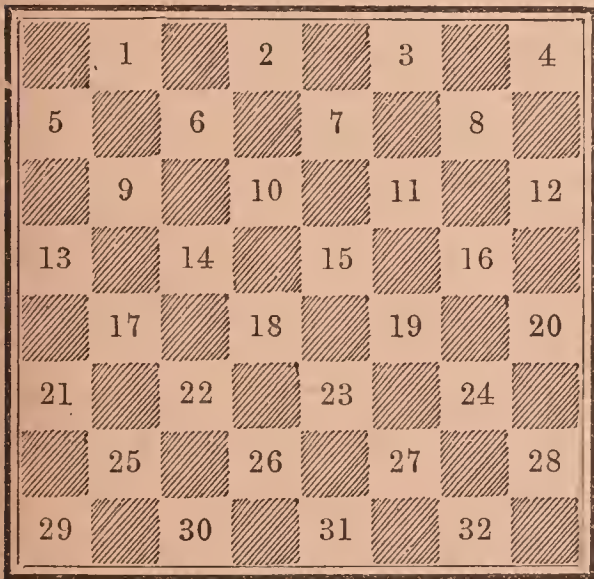
each player has twelve men, which move and take diagonally, by passing *over* the opponent on to an empty square; that a man passing on to the last row of squares becomes a King, which has the power of moving backward or forward, one square at a time; and that the board must be so placed as to leave a double corner at the right hand of the player.

The above diagrams represent the board and men in their original position, and also the mode in which the squares are conventionally numbered for the sake of reference.* It will be seen that throughout

---

* Practised players who have studied printed games are generally so familiar with the numerical position of the square that they can read and comprehend a series of intricate moves without even referring to the board.

this work, the upper half of the board is occupied by the twelve Black men, and the lower half by their antagonists, the White.

The men being placed, the game is begun by each player moving, alternately, one of his men along the white diagonal on which they are first posted. The men can only move forward, either to the right or left, one square at a time, unless they have attained one of the four squares on the extreme line of the board, on which they become kings, and can move either forward or backward, but still only one square at a time. The men take in the direction they move, by leaping over any hostile piece or pieces that may be immediately contiguous, provided there be a vacant white square behind them. The piece or pieces so taken are then removed from off the board, and the man taking them is placed on the square beyond. If several pieces, on forward diagonals, should be exposed by alternately having open squares behind them, they may all be taken at one capture, and the taking piece is then placed on the square beyond the last piece. To explain the mode of taking by practical illustration, let us begin by placing the draughts in their original position. You will perceive that if Black should move first, he can only move one of the men placed on 9, 10, 11, or 12. Supposing him then to play the man from 11 to 15, and White answering this move by playing his piece from 22 to 18, Black can take White by leaping his man from 15 to 22, and removing the captured piece off the board. Should Black not take in the above position, but move in another direction,—for instance, from 12 to 16,—he is liable to be huffed; that is, White may remove the man with which Black should have taken, from the board, as a penalty for not taking; for, at Draughts, you have not the option of refusing to take, as at Chess, but must always take when you can, whatever be the consequence. The player who is in a position to huff his adversary has also the option of insisting on his taking, instead of standing the huff. When one party huffs the other, in preference to compelling the take, he does not replace the piece his adversary moved, but simply removes the man huffed from off the board, and then plays his own move. Should he, however, insist upon his adversary taking the piece, instead of standing the huff, then the pawn improperly moved must first be re-placed.

To give another example of huffing. Suppose a white man to be placed at 28, and three black men at 24, 15, and 6, or 24, 16, and 8, with unoccupied intervals, he would capture all three men, and make a king, or be huffed for omitting to take them all; and it is not uncom-

mon with novices to take one man, and overlook a second or third
" en prise" (i. e., liable to be taken).

When either of the men reaches one of the extreme squares of the
board, he is, as already indicated, made a king, by having another
piece put on, which is called crowning him. The king can move or
take both forward or backward—keeping, of course, on the white
diagonals. Both the king and common man can take any number of
pieces at once which may be " en prise" at one move, and both are
equally liable to be huffed. For instance : If White, by reaching one
of the back squares on his antagonist's side, say No. 2, had gained a
king, he might upon having the move. and the black pieces (either
kings or men) being conveniently posted at Nos. 7, 16, 24, 23, and 14,
with intermediate blanks, take them all at one fell swoop, remaining at
square 9. But such a coup could hardly happen in English Draughts.
One of the great objects of the game, even at its very opening, is to
push on for a king. But it is unnecessary to dwell much on the elemen-
tary part of the science, as the playing through one of the many games
annexed, from the numbers, will do more in the way of teaching the
rudiments of Draughts, than the most elaborate theoretical explana-
tion.

The game is won by him who can first succeed in capturing or block-
ing up all his adversary's men, so that he has nothing left to move ;
but when the pieces are so reduced that each player has but a very
small degree of force remaining, and, being equal in numbers, neither
can hope to make any decided impression on his antagonist, the game
is relinquished as drawn. It is obvious that were this not the case, and
both parties had one or two kings, the game might be prolonged day
and night, with the same hopeless chance of natural termination as at
the first moment of the pieces being resolved into the position in ques-
tion. It has already been shown that when a man reaches one of the
squares on the extreme line of the board, he is crowned and becomes a
king ; but there is another point relative to this, which it is necessary
to understand. The man, thus reaching one of the extreme squares,
finishes the move on being made a king, and cannot take any piece
which may be " en prise." He must first await his antagonist's move,
and should he omit to remove or fortify an exposed piece, it may then
be taken. To exemplify this, place a white man on 11, and black men
on 7 and 6 ; White, having the move, takes the man, and demands that
his own man should be crowned; but he cannot take the man on 6 at
the same move ; which he could do were his piece a king when it made

the first capture.   But if the piece be left there after the next move, he must take it.

In particular situations, to have the move on your side is a decisive advantage.   This is a matter little understood by ordinary players, but its importance will fully appear by studying the critical situations.   To have the move, signifies your occupying that position on the board which will eventually enable you to force your adversary into a confined situation, and which, at the end of the game, secures to yourself the last move.   It must, however, be observed, that where your men are in a confined state, the move is not only of no use to you, but, for that very reason, may occasion the loss of the game.   To know in any particular situation whether you have the move, you must number the men and the squares, and if the men are even and the squares odd, or the squares even and the men odd, you have the move.   With even men and even squares, or odd men and odd squares, you have not the move.   This will be best explained by an example : Look, then, at the eighth critical situation, where White plays first : there the adverse men are even, two to two ; but the white squares, being five in number, are odd.   The squares may be thus reckoned—from 26, a white king, to 28, a black king, are three, viz., 31, 27, and 24 ; the white squares between 32, a white man, and 19, a black man, are two, viz., 27 and 23.   You may reckon more ways than one ; but reckon which way you will, the squares will still be found odd, and therefore White, so situated, has the move.   When you have not the move, you must endeavor to procure it by giving man for man—a mode of play fully and successfully exemplified in this treatise.

There is another mode which will, in less time than reckoning the squares, enable you to see who has the move.   For instance, if you wish to know whether any one man of yours has the move of any one man of your adversary's, examine the situation of both, and if you find a black square on the right angle, under his man, you have the move.   For example, you are to play first, and your white man is on 30, when your adversary's black man is on 3.   In this situation, you will find the right angle in a black square between 31 and 32, immediately under 3, and therefore you have the move.   This rule will apply to any number of men, and holds true in every case.

There is a third mode, more ingenious still.   Count all the pieces (of both colors) standing on those columns (not diagonals) which have a white square at the bottom, and if the number be odd, and White has to play, he has the move ; if the number be even, the move is with Black.

It is a mistake to suppose that any advantage is derived from playing first. It is admitted that he who plays first has not the move, the men and squares being both even; but though he who plays second has the move, it can be of no service to him in that stage of the game. The truth is, that when the combatants continue giving man for man, the move will alternately belong to one and the other. The first player will have it at odd men, at 11, 9, 7, 5, 3, and 1; the second player will have it at even men, at 12, 10, 8, 6, 4, and 2; and therefore some error must be committed, on one side or the other, before the move can be forced out of that direction.

To play over the games in this work, number the white squares on your draught-board from 1 to 32, and remember that in our diagram the black pieces always occupy the first twelve squares. The abbreviations are so obvious, that they cannot need explanation; a B. for Black, W. for White, Var. for Variations, etc. Occasionally, stars (asterisks) are introduced, to point out the move causing the loss of the game. The learner begins with the first game, and finding the leading move to be 11. 15 (that is, from 11 to 15), knows that Black begins the game. The second move, 22. 18, belongs to White, and the game is thus played out—each party moving alternately. After finishing the game, the player proceeds to examine the variations, to which he is referred by the letters and other directions. The numerous variations on some particular games, and the consequent necessity each time of going through the leading moves up to the point at which the variation arises, will probably, at first, occasion some little fatigue; but this will soon be forgotten in the speedy and decided improvement found to be derived from this course of study. One of the minor advantages resulting from a numerous body of variations is, that in tracing them out, the leading moves are so frequently repeated that they become indelibly fixed in the mind of the player; who thus remembers which moves are to be shunned as dangerous, if not ruinous, and which moves are to be adopted as equally sound and scientific.

As to general advice relative to draught-playing, next to nothing can be learned from a volume of such instruction. The various modes of opening will be seen by reference to the accompanying examples. Among the few general rules that can be given, you should bear in mind that it is generally better to keep your men in the middle of the board than to play them to the side squares,—as, in the latter case, one-half of their power is curtailed. And when you have once gained an advantage in the number of your pieces, you increase the proportion

by exchanges; but in forcing them, you must take care not to damage
your position. If you are a chess-player, you will do well to compare
the draughts in their march and mode of manœuvring with the pawns
at chess; which, as well as the bishops or other pieces, are seldom so
strong on the side squares as in the centre of the board. Accustom
yourself to play slow at first, and, if a beginner, prefer playing with
those who will agree to allow an unconditional time for the considera-
tion of a difficult position, to those who rigidly exact the observance of
the strict law. Never touch a man without moving it, and do not per-
mit the loss of a few games to ruffle your temper, but rather let con-
tinued defeat act as an incentive to greater efforts both of study and
practice. When one player is decidedly stronger than another, he
should give odds to make the game equally interesting to both parties.
There must be a great disparity indeed if he can give a man; but it is
very common to give one man in a rubber of three games; that is, in
one of the three games, the superior player engages to play with only
11 men instead of 12. Another description of odds consists in giving
the drawn games; that is, the superior player allows the weaker party
to reckon as won all games he draws. Never play with a better player
without offering to take such odds as he may choose to give. If you
find yourself, on the other hand, so superior to your adversary that
you feel no amusement in playing even, offer him odds, and should he
refuse, cease playing with him unless he will play for a stake—the losing
which, for a few games in succession, will soon bring him to his senses,
and make him willing to receive the odds you offer. Follow the rules
of the game most rigorously, and compel your antagonist to do the
same; without which, Draughts are mere child's play. Never touch
the squares of the board with your finger, as some do, from the suppo-
sition that it assists their powers of calculation; and accustom your-
self to play your move off-hand, when you have once made up your
mind, without hovering with your fingers over the board for a couple
of minutes, to the great annoyance of the lookers-on. Finally, bear in
mind what may well be termed the three golden rules to be observed
in playing games of calculation: Firstly, to avoid all boasting and
loud talking about your skill; secondly, to lose with good temper;
and, thirdly, to win with silence and modesty.

LAWS OF THE GAME.

1. The first move of each game is to be taken by the players in turn, whether the game be won or drawn. For the move in the first game at each sitting, the players must cast or draw lots, as they must for the men, which are, however, to be changed every game, so that each player shall use the Black and White alternately. Whoever gains the choice, may either play first or call upon his adversary to do so.

2. You must not point over the board with your finger, nor do any thing which may interrupt your adversary's full and continued view of the game.

3. At any part of the game you may adjust the men properly on the squares, by previously intimating your intention to your adversary. This, in polite society, is usually done by saying, "J'adoube." But after they are so adjusted, if you touch a man, it being your turn to play, you must play him in one direction or other, if practicable; and if you move a man so far as to be in any part visible over the angle of an open square, that move must be completed, although by moving it to a different square you might have taken a piece, for the omission of which you incur huffing. The rule is, "touch and move." No penalty, however, is attached to your touching any man which cannot be played.

4. In the case of your standing the huff, it is optional on the part of your adversary to take your capturing piece, whether man or king, or to compel you to take the piece or pieces of his which you omitted by the huff. The necessity of this law is evident, when the young player is shown that it is not unusual to sacrifice two or three men in succession for the power of making some decisive "coup." Were this law different, the players might take the first man so offered, and on the second's being placed "en prise," might refuse to capture, and thus spoil the beauty of the game (which consists in the brilliant results arising from scientific calculation) by quietly standing the huff. It should be observed, however, that, on the principle of "touch and move," the option ceases the moment the huffing party has so far made his election as to touch the piece he is entitled to remove. After a player entitled to huff has moved without taking his adversary, he cannot remedy the omission, unless his adversary should still neglect to take or to change the position of the piece concerned, and so leave the opportunity   It does not matter how long a piece has remained

14*

"*en prise*;" it may at any time either be huffed or the adversary be compelled to take it. When several pieces are taken at one move, they must not be removed from the board until the capturing piece has arrived at its destination; the opposite course may lead to disputes, especially in Polish Draughts. The act of huffing is not reckoned as a move; a "huff and a move" go together.

5. If, when it is your turn to play, you delay moving above three minutes, your adversary may require you to play; and should you not move within five minutes after being so called upon, you lose the game; which your adversary is adjudged to have won through your improper delay.

6. When you are in a situation to take on either of two forward diagonals, you may take which way you please, without regard (as in Polish Draughts) to the one capture comprising greater force than the other. For example, if *one* man is "*en prise*" one way and *two* another, you may take either the one or the other, at your option.

7. During the game, neither party can leave the room without mutual agreement, or the party so leaving forfeits the game. Such a rule, however, could only be carried out with certain limitations.

8. When, at the end of the game, a small degree of force alone remains, the player appearing the stronger may be required to win the game in a certain number of moves; and if he cannot do this, the game must be abandoned as drawn. Suppose that three black kings and two white kings were the only pieces remaining on the board; the White insists that his adversary shall win or relinquish the game as drawn after forty* moves (at most) have been played by each player— the moves to be computed from that point at which notice was given. If two kings remain opposed to one king only, the moves must not exceed twenty on each side. The number of moves once claimed, they are not to be exceeded, even if one more would win the game. A move, it should be observed, is not complete until both sides have played; therefore, twenty moves, so called, consist of twenty on each side. In giving the odds of "the draw," the game must, however, be played to a more advanced state than is required in any other case. When in such a game the situations become so equal that no advantage can be taken, he who gives the draw shall not occasion any unnecessary delay by uselessly repeating the same manœuvres, but shall force his adversary out of his strong position, or, after at most twenty moves, lose the game through its being declared drawn.

---

* We think half the number would be better.

9. By-standers are forbidden to make any remarks whatever relative to the game, until that game shall be played out. Should the players be contending for a bet or stake, and the spectator say any thing that can be construed into the slightest approach to warning or intimation, that spectator shall pay all bets pending on the losing side, should that side win which has received the intimation.

10. Should any dispute occur between the players not satisfactorily determined by the printed rules, the question must be mutually referred to a third party, whose decision shall be considered final. Of course, should a player commit any breach of the laws, and refuse to submit to the penalty, his adversary is justified in claiming the game without playing it out.

11. Respecting a false move, such as giving a common man the move of a king, or any other impropriety of the same sort, the law varies in different countries as to the penalty to be exacted by the opposite party. We cannot but suppose that such mistakes are unintentional, and consider it sufficient penalty that in all such cases the piece touched must be moved to whichever square the adversary chooses; or, he has the option of allowing the false move to stand, if more to his advantage. Should the piece be unable to move at all, that part of the penalty cannot be inflicted.

12. The rule (almost universal with English Draughts) is to play on the white squares. The exception (limited we believe to Scotland) is to play on the *black*. When, therefore, players are pledged to a match, without any previous agreement as to which squares are to be played on, white must be taken as the law. The color of the squares, excepting so far as habit is concerned, makes no difference in their relative position on the board.

In all cases, a player refusing to take, to play, or to comply with any of the rules, loses the game. Hence the saying, "Whoever leaves the game, loses it."

EXAMPLES OF GAMES (FROM WALKER'S EDITION OF STURGES.)

GAME 1.	12. 16	11. 25	29. 22	7. 16	27. 23
	24. 20	32. 27	26. 17	20. 11	8. 11
11. 15	10. 15	5. 14	11. 15	18. 23	23. 18
22. 18	27. 24*	27. 23	20. 16	11. 8	11. 8
15. 22	16. 19	6. 10	15. 18	23. 27	18. 15
25. 18	23. 16	16. 12	24. 20	8. 4	B. wins.
8. 11var.	15. 19	8. 11	18. 27	27. 31	
29. 25	24. 15	28. 24	31. 24	*4. 8	Var.
4. 8	9. 14	25. 29	14. 18	31. 27	12. 16
25. 22	18. 9	30. 25	16. 11	24. 20	29. 25

* These asterisks, wherever they occur, denote the moves which cause the loss of the game.

Column 1

8. 11
24. 20
10. 15
25. 22
4. 8
21. 17
7. 10
17. 14
10. 17
22. 13
15. 22
26. 17
8. 12 A.
27. 24
3. 7
30. 25
7. 10
24. 19 B.
10. 14
17. 10
6. 24
13. 6 D.
1. 10 E.
28. 19
2. 6
31. 26 G.
11. 15
20. 11
15. 24
23. 19
10. 14
26. 22
6. 9
25. 21
9. 13
11. 7
W. wins.

A.
9. 14
17. 10
6. 15
27. 24
8. 12
24. 19
15. 24
28. 19
5. 9
13. 6
1. 10
32. 28
3. 7
25. 24
10. 14
31. 26
14. 18
Drawn.

B.
25. 21
10. 14
17. 10
6. 15
13. 6
2. 9
24. 19
15. 24

Column 2

28. 19
9. 14
19. 15
11. 27
20. 11
1. 6
32. 23
6. 9
23. 19
14. 17
21. 14
9. 18
11. 7
18. 22
7. 3
5. 9
3. 7
9. 13
7. 10
22. 25 C.
10. 14
25. 29
31. 27
29. 25
Drawn.

C.
13. 17
10. 14
17. 21
14. 17
22. 25
17. 22
25. 29
22. 26
29. 25
31. 27
W. wins.

D.
28. 19
9. 14
25. 22
2. 6
22. 18
6. 10
18. 9
5. 14
13. 9
14. 17
9. 6
10. 14
6. 2
17. 22
19. 15
11. 27
20. 11
Drawn.

E.
2. 9
28. 19
9. 14
25. 22
1. 6
32. 28
6. 9 F.

Column 3

31. 27
9. 13
27. 24
13. 17
22. 13
14. 17
23. 18
16. 23
24. 19
W. wins.

F.
6. 10
28. 24
5. 9
31. 27
9. 13
22. 18
13. 17
13. 9
17. 22
9. 6
22. 26
6. 2
26. 31
2. 7
10. 14
19. 15
11. 18
20. 11
31. 26
23. 19
26. 23
24. 20
23. 32
7. 10
32. 27
10. 17
27. 24
20. 16
24. 8
17. 14
12. 19
13. 9
6. 22
15. 6
1. 10
24. 6
Drawn.

G.
25. 22
6. 9
32. 28
9. 13
28. 24
10. 14
31. 26
13. 17
22. 13
14. 17
19. 15
11. 27
B. wins.

GAME 2.
11. 15
24. 20
8. 11

Column 4

22. 18
15. 22
25. 18
4. 8
29. 25
10. 15
25. 22
12. 16
21. 17
7. 10 var.
17. 13
8. 12
28. 24
9. 14
18. 9
5. 14
23. 19
16. 23
26. 19
3. 8
31. 26
15. 18
22. 15
11. 18
32. 28
2. 7
30. 25
7. 11
25. 21
18. 22
26. 17
11. 15
20. 16
15. 18
24. 20
18. 22
27. 24
22. 26
19. 15
12. 19
13. 9
6. 22
15. 6
1. 10
24. 6
Drawn.

Var.
9. 13
17. 14
16. 19
23. 16
8. 12
-14. 10
7. 23 A.
16. 7
2. 11
26. 10
6. 15
28. 24
5. 9
27. 23
1. 6
31. 26
6. 10
32. 28
3. 7

Column 5

23. 19
W. wins.

A.
12. 19
27. 23
7. 14
23. 7
W. wins.

GAME 3.
11. 15
22. 18
15. 22
25. 18
8. 11
29. 25
4. 8
25. 22
12. 16
24. 19
16. 20
28. 24 var. 1
8. 12
32. 28
10. 15
19. 10
7. 14
30. 25
11. 16
18. 15
3. 8
22. 17
14. 18
23. 14
9. 18
26. 23
6. 9
23. 14
9. 18
15. 10
8. 11
10. 7 var 2.
11. 15
7. 3
2. 7
3. 19
16. 32
24. 19
32. 27
31. 24
20. 27
17. 14
27. 31
21. 17
31. 26
25. 21
26. 22
17. 13
22. 17
14. 10
17. 14
10. 7
18. 23
7. 3
23. 27

Column 6

3. 7
14. 18
7. 11
27. 31
11. 16
31. 27
16. 20
18. 22
B. wins.

Var. 1.
19. 15
10. 19
23. 16
9. 14
18. 9
5. 14
16. 12
11. 15
27. 23
6. 10
31. 27
8. 11
22. 17
15. 18
30. 25
2. 6 A.
23. 19 B
11. 15
28. 24
6. 9
17. 13
1. 6
26. 22
7. 11
19. 16
3. 7
24. 19
15. 31
22. 8
W. wins

A.
1. 6
17. 13
11. 15
28. 24
7. 11
23. 19
11. 16
26. 23
6. 9
13. 6
2. 9
21. 17
Drawn.

B.
17. 13
11. 16
28. 24
1. 5
32. 28
7. 11
26. 22
11. 15
B. wins.

Var. 2.
17. 14
11. 15
21. 17
16. 19
31. 26
2. 6
17. 13
12. 16
25. 21
18. 23
Drawn.

GAME 4.
11. 15
22. 18
15. 22
25. 18
8. 11
29. 25
4. 8
25. 22
12. 16
24. 20
10. 14
27. 24
8. 12
24. 19
7. 10
32. 27
9. 13
18. 9
5. 14
22. 18
1. 5
18. 9
5. 14
19. 15 A.
11. 18
20. 11
18. 22
26. 17
13. 22
11. 8
22. 25
8. 4
25. 29
4. 8
2. 7
23. 19
29. 25
27. 24
14. 18
21. 17
25. 22
17. 13
18. 23
8. 4
10. 14
24. 20
22. 18
4. 8
18. 22
20. 16
22. 18
8. 11
7. 10

28. 24 B.
14. 17
24. 20
10. 14
11. 8
17. 22
8. 11
14. 17
11. 8
17. 21
B. wins.

A.
27. 24
3. 7
26. 22
14. 17
21. 14
10. 26
31. 22
7. 10
30. 25
10. 14
25. 21
13. 17
22. 13
6. 9
Drawn.

B.
11. 7
6. 9
13. 6
23. 27
31. 24
10. 15
19. 10
12. 19
24. 15
18. 9
28. 24
14. 18
24. 19 C.
18. 23
19. 16
9. 14
10. 6
23. 27
6. 1
14. 10
30. 25
27. 31
25. 21
31. 26
21. 17 D.
26. 23
17. 13
10. 14
1. 5
23. 19
16. 12
19. 15
5. 1
15. 10
1. 5
10. 6
B. wins.

C.
30. 26
9. 14
10. 6
3. 8
24. 20
8. 11
6. 1
11. 15
1. 6
15. 19
20. 16
18. 23
26. 22
23. 26
16. 11
26. 30
11. 7
30. 26
B. wins.

D.
16. 12
10. 14
1. 5
26. 23
5. 1
23. 19
1. 6
19. 15
6. 2
15. 11
2. 6
3. 7
6. 10
14. 18
10. 3
18. 14
12. 8
B. wins.

GAME 5.
11. 15
22. 18
15. 22
25. 18
8. 11
29. 25
4. 8
25. 22
12. 16
24. 20
10. 15
21. 17
7. 10
27. 24
8. 12
17. 13
9. 14
18. 9
5. 14 { var.
24. 19 { 1, 2,
15. 24 { & 3.
28. 19
14. 17
32. 27
10. 14

27. 24 var. 4.
3. 7
30. 25 var. 5.
6. 9
13. 6
1. 10
22. 13
14. 18
23. 14
16. 30
25. 21
10. 17
21. 14
30. 25
14. 9
11. 15 var. 6.
9. 6
2. 9
13. 6
15. 18
6. 2
7. 10
2. 6
10. 14
6. 9
25. 21
31. 26
14. 17
Drawn.

Var. 1.
23. 19
16. 23
26. 19
3. 7
31. 27
14. 18
30. 25
11. 16
20. 11
7. 23
25. 21
18. 25
27. 11
25. 30
11. 8
30. 26
8. 3
26. 23
3. 8
23. 18
8. 11
10. 14
24. 19
18. 23
11. 16
14. 17
21. 14
6. 10
14. 7
2. 20
19. 15
1. 6
B. wins.

Var. 2.
30. 25

14. 17
25. 21
3. 7
21. 14
10. 17
24. 19
15. 24
28. 19
7. 10
32. 27
17. 21
22. 18
21. 25
18. 15
11. 18
20. 11
25. 30
23. 7
B. wins.

Var. 3.
31. 27
1. 5
23. 19 A.
16. 23
27. 9
5. 14
24. 19
15. 24
28. 19
11. 15
32. 28
15. 24
28. 19
3. 8
26. 23
14. 17
22. 18
17. 22
B. wins.

A.
23. 18
14. 23
26. 19 B.
16. 23
27. 18
10. 14
18. 9
5. 14
30. 26
12. 16
26. 23
14. 17
24. 19
15. 24
28. 12
17. 26
23. 18
6. 10
B. wins.

B.
27. 18
16. 19
32. 27 C.

5. 9
20. 16
11. 20
18. 11
10. 15
22. 17
3. 7
11. 8
7. 10
8. 3
9. 14
3. 8
14. 21
8. 11
6. 9
B. wins.

C.
22. 17 D.
15. 31
24. 8
5. 9
30. 25
31. 26
B. wins.

D.
26. 23
19. 26
30. 23
10. 14
18. 9
5. 14
23. 19
6. 10
32. 27
B. wins.

Var. 4.
22. 18
1. 5
18. 9
5. 14
19. 15
11. 18
20. 11
12. 16
27. 24
18. 27
24. 20
27. 32
31. 27
32. 23
26. 12
17. 22
11. 8
14. 18
8. 4
18. 23
4. 8
22. 26
30. 25
26. 30
25. 22
30. 25
22. 17
25. 21

17. 14	23. 19	3. 12	**B.**	5. 9	1. 5
21. 17	28. 32	13. 9	18. 14	10. 15	19. 15
14. 9	B. wins.	14. 18	10. 26	9. 5	26. 31
17. 14		28. 24	30. 7	15. 18	27. 23
Drawn.	**E.**	18. 23	B. wins.	21. 17	7. 11
	9. 5	24. 19		18. 22	23. 19
Var. 5	22. 18	23. 27	**C.**	17. 14	11. 18
22. 18	31. 26	19. 15	23. 19	1. 6	19. 15
1. 5	11. 15	27. 32	16. 23	5. 1	18. 22
18. 9	5. 1	15. 11	27. 9 F.	6. 2	24. 19
5. 14	7. 11	32. 27	1. 5	14. 9	31. 27
26. 22	1. 5	9. 5	26. 23 E.	B. wins.	28. 24
17. 26	12. 16	27. 23	5. 14		Drawn.
31. 22	13. 9	5. 1	31. 27	**D.**	
14. 17	16. 19	22. 26	3. 8	30. 26	**G.**
22. 18	B. wins.	Drawn.	23. 18	16. 19	7. 11
17. 22			14. 23	32. 28	25. 21
19. 15	**F.**	**Var.**	27. 18	8. 12	18. 22
16. 19	31. 26	9. 14	12. 16	22. 17	26. 17
15. 8	11. 15	18. 9	32. 27 D.	15. 31	11. 15
19. 28	6. 2	5. 14	16. 19	24. 8	20. 16
18. 14	7. 11	23. 18 C.	18. 14	31. 26	15. 18
28. 32	2. 6	14. 23	19. 28	B. wins.	24. 20
8. 3	18. 14	27. 18 A.	14. 7		18. 22
7. 11	26. 23	16. 19	15. 18	**E.**	27. 24
23. 19	12. 16	32. 28	22. 15	32. 28	22. 26
32. 27	B. wins.	10. 14	11. 18	5. 14	19. 15
3. 8		18. 9	7. 3	26. 23	12. 19
2. 7	**GAME 6.**	1. 5	8. 12	3. 8	13. 9
8. 15	11. 15	26. 23	27. 24	23. 19	6. 22
7. 10	22. 18	19. 26	28. 32	15. 18	15. 6
14. 7	15. 22	30. 23	24. 19	22. 15	1. 10
6. 9	25. 18	5. 14	6. 10	11. 18	24. 6
B. wins.	8. 11	24. 19	3. 8	31. 26	8. 12
	29. 25	15. 24	32. 28	18. 22	Drawn.
Var. 6.	4. 8	28. 19	8. 11	26. 17	
25. 22	25. 22	14. 17	28. 24	14. 21	**H.**
9. 6 E.	12. 16	22. 18	11. 15 L.	30. 26	27. 23
2. 9	24. 20	17. 22	18. 23	21. 25	15. 18
13. 6	10. 15	18. 14	15. 6	26. 23	22. 15
22. 18	21. 17	6. 10	2. 9	25. 30	11. 27
6. 2 F.	7. 10	14. 7	13. 6	23. 18	32. 23
18. 23	17. 13	3. 10	24. 15	30. 26	8. 11
2. 6	8. 12	23. 18	30. 25	18. 15	30. 26
11. 15	28. 24	2. 6	15. 10	26. 31	14. 17
6. 2	10. 14 var.	B. wins.	6. 1	B. wins.	26. 22
7. 11	23. 19		10. 14		17. 26
2. 6	16. 23	**A.**	1. 6	**F.**	31. 22
15. 18	26. 10	26. 19	23. 26	26. 19	10. 14
6. 10	14. 23	16. 23	25. 21	3. 8	22. 18
18. 22	27. 18	27. 18	26. 30	31. 26 H.	1. 5
10. 14	6. 15	12. 16	6. 1	15. 18	18. 9
22. 25	13. 6	32. 28	30. 26	22. 15	5. 14
14. 17	1. 10	16. 19	1. 5	11. 18	B. wins.
25. 29	31. 26	30. 26 B.	26. 22	32. 28 I.	
17. 14	5. 9	1. 5	5. 1	2. 7	**I.**
29. 25	26. 23	31. 27	22. 17	30. 25	26. 22
14. 10	9. 13	5. 9	1. 5	14. 17 G.	18. 25
25. 22	23. 19	20. 16	17. 13	25. 21	30. 21
10. 14	13. 17	11. 20	5. 1	18. 22	14. 18
23. 27	22. 13	18. 11	13. 9	21. 14	32. 28 K.
14. 10	15. 22	10. 15	1. 5	10. 17	10. 15
22. 17	32. 28	22. 17	9. 6	26. 23	19. 10
31. 26	10. 14	3. 7	5. 1	17. 21	6. 15
27. 32	19. 16	11. 8	14. 10	23. 18	21. 17
26. 23	12. 19	7. 10	1. 5	22. 26	8. 11
32. 28	24. 8	B. wins.	6. 1	18. 14	B. wins.

K.	Var. 1.	27. 23	B.	30. 26	6. 10
21. 17	15. 18	5. 9	27. 23	18. 14	2. 6
8. 11	17. 13	24. 20	14. 18	26. 22	30. 25
27. 23	9. 14	9. 14	23. 14	14. 9	6. 9
18. 27	26. 23	28. 24	19. 23	6. 10	25. 21
32. 23	14. 17	11. 16	26. 19	9. 6	9. 14
11. 15	23. 14	20. 11	17. 26	22. 18	12. 16
20. 16	17. 21	15. 18	30. 23	6 2	14. 7
15. 18	27. 23 var. 2.	22. 15	6. 9	31. 26	21. 14
23. 7	10. 17	10. 28	13. 6	2. 7	20. 11
2. 27	31. 26	11. 7	2. 27	10. 14	B. wins.
17. 14	5. 9	6. 10	B. wins	17. 10	
27. 32	25. 22	7. 2		26. 23	
19. 15	9. 14	28. 32	C.	7. 2	GAME 8.
32. 27	29. 25	2. 7	29. 25	23. 16	22. 18
B. wins.	8. 11	32. 27	3. 8	2. 6	11. 15
	24. 20	23. 19	27. 23	21. 25	18. 11
L.	11. 16	27. 31	8. 12	6. 9	8. 15
19. 16	20. 11	25. 22	16. 11	18. 15	21. 17
12. 19	7. 16	31. 27	5. 9	10. 7	4. 8
11. 15	32. 27	7. 11	23. 16	B. wins.	23. 19
Drawn.	3. 8	27. 24	12. 19		8. 11
	19. 15	19. 16	11. 8	E.	17. 13
GAME 7.	16. 19	24. 27	19. 23	28. 24	9. 14
	23. 16	16. 12	26. 19	6. 10	27. 23
22. 18	12. 19	27. 31	17. 26	13. 9	6. 9 var. 1.
11. 15	15. 10	12. 8	30. 23	10. 14	13. 6
18. 11	6. 15	1. 6	21. 30	9. 6	2. 9
8. 15	13. 9	8. 3	19. 16	1. 10	24. 20
21. 17	15. 18	14. 18	30. 26	5. 1	15. 24
4. 8	22. 15	22. 15	23. 19	14. 18	28. 19
23. 19	14. 18	31. 22	Drawn.	1. 5	14. 17
8. 11 var 1.	15. 10	11. 16		11. 16	25. 22
17. 13	8. 12	10. 19	D.	20. 11	9. 13
9. 14	9. 5	16. 23	5. 9	7. 23	29. 25
27. 23	2. 6	6. 10	22. 18	5. 9	5. 9
5. 9	10. 7	3. 7	8. 11	21. 25	32. 28
25. 22	6. 9	10. 14	26. 23	30. 21	9. 14
14. 17	27. 24	7. 10	17. 22	22. 26	31. 27
29. 25	9. 13	22. 26	18. 15	21. 17	1. 5
17. 21	24. 15	23. 19	11. 18	26. 31	25. 21
22. 17	17. 22	26. 22	23. 5	9. 13	11. 15
11. 16	26. 17	10. 15	7. 11	10. 15	27. 24
25. 22	13. 29	W. wins.	24. 20	13. 9	7. 11
16. 20	15. 10		3. 7	15. 19	30. 25 A.
19. 16	29. 25	A.	27. 23 E.	24. 15	3. 7
20. 27	7. 2	24. 20	6. 10	31. 24	19. 16
31. 24	25. 22	11. 15	32. 27	9. 14	12. 19
12. 19	Drawn.	19. 16	11. 16	12. 16	23. 16
23. 16		12. 19	20. 11	Drawn.	14. 18
10. 14	Var. 2.	23. 16	7. 16		21. 14
17. 10	31. 26	15. 19	28. 24	F.	10. 17
7. 14	10. 17	32. 27	22. 26	22. 17	24. 19
24. 19	25. 22	10. 14	29. 25	31. 26	15. 24
15. 24	8. 11 D.	16. 11 B. C.	26. 31	23. 18	22. 8
28. 19	27. 23	19. 24	25. 22	16. 32	17. 21
1. 5	7. 10	28. 19	2. 6	30. 23	28. 19
22. 17	29. 25 A.	21. 25	22. 18 F.	32. 27	21. 30
14. 18	11. 15	30. 21	16. 20	24. 20	16. 12
26. 23	32. 27	14. 18	18. 14	21. 25	30. 16
18. 27	3. 7	21. 14	10. 17	23. 19	20. 2
32. 23	19. 16	18. 25	23. 18	25. 30	W. wins.
6. 10	12. 19	29. 22	17. 22	18. 14	
13. 6	23. 16	6. 9	30. 26	27. 24	A.
2. 9	7. 11	13. 6	22. 25	14. 7	19. 16
17. 13	16. 7	2. 25	26. 22	24. 15	12. 19
9. 14	2. 11	Drawn.	25. 30	7. 2	23. 7
Drawn.			22. 17		

Col 1	Col 2	Col 3	Col 4	Col 5	Col 6
14. 18	C.	17. 26	2. 18	23. 18	22. 13
21. 14	10. 15	30. 23	31. 27	22. 25	27. 31
18. 25	20. 11	21. 30	8. 12	18. 15	26. 22
30. 21	7. 16	19. 16	15. 10	10. 19	31. 26
10. 17	13. 9	Drawn.	5. 9	24. 15	22. 17
21. 14	6. 13		10. 7	7. 10	26. 19
3. 17	23. 18	E.	9. 14	15. 6	Drawn.
24. 19	15. 22	5. 9	7. 2	2. 9	
15. 24	26. 10	25. 22	14. 17	27. 23	Var. 2
28. 19	16. 19	11. 16	Drawn.	25. 29	32. 28
17. 21	31. 27	20. 11		23. 18	2. 7
Drawn.	5. 9	7. 16	H.	29. 25	28. 24
	25. 22 D.	19. 15	25. 22	31. 26	7. 11
Var. 1.	9. 14	9. 14	10. 17	9. 13	24. 20
15. 18	29. 25	22. 18	29. 25	18. 14	11. 15 A.
19. 15 var. 2	12. 16	1. 5	11. 16	13. 17	20. 11
18. 27	25. 21	18. 9	27. 23	14. 10	15. 24
15. 8	16. 20	5. 14	16. 20	25. 22	23. 19
12. 16	27. 23	15. 11	31. 27	26. 23	10. 14
32. 23	19. 26	16. 20	3. 8	22. 26	11. 8
3. 12	30. 23	11. 8	23. 18	23. 19	24. 28
24. 20	1. 5	2. 7	5. 9	26. 23	8. 4
7. 11 C.	22. 18	29. 25	19. 16	10. 6	28. 32
25. 22	13. 17	7. 11	12. 19	17. 22	4. 8
14. 17	18. 9	25. 22	24. 15	6. 2	32. 28
29. 25	5. 14	6. 10	8. 12	22. 26	8. 11
10. 15	Drawn.	W. wins.	27. 23	16. 12	28. 24
31. 27			7. 10	23. 16	19. 15
2. 7	D.	F.	15. 11	30. 23	14. 18
13. 9	30. 26	11. 16	20. 24	21. 25	22. 17
6. 13 B.	13. 17	20. 11	28. 19	2. 6	24. 19
25. 21	25. 21	7. 16	B. wins.	25. 30	17. 14
1. 6	19. 23	19. 15		6. 10	19. 17
21. 14	21. 5	3. 8	GAME 9.	30. 26	26. 22
6. 9	23. 32	25. 22	22. 18	23. 18	17. 26
23. 18	26. 22	2. 7	11. 15	20. 24	31. 15
13. 17	32. 27	31. 27	18. 11	B. wins.	12. 16
22. 6	Drawn.	5. 9	8. 15		11. 20
15. 31		15. 10	21. 17	Var. 1.	Drawn.
27. 24	Var. 2.	7. 14	4. 8	24. 20	
31. 27	32. 27	28. 24	23. 19	15. 24	A.
6. 1	14. 17 G.	8. 11	8. 11	20. 11	3. 8
27. 23	23. 14	Drawn.	17. 13	7. 16	23. 18
1. 6	17. 21		9. 14	28. 19	16. 23
23. 18	24. 20 H.	G.	27. 23	17. 21	26. 19
6. 10	10. 17	11. 16	5. 9	22. 18 var 2	10. 15
W. wins.	27. 23	25. 22	25. 22	2. 7	19. 10
	7. 10 E.F.	18. 25	14. 17	31. 27 B.C.	6. 15
B.	25. 22	29. 22	29. 25	10. 14	13. 6
5. 14	11. 15	14. 17	11. 16	18. 15	1. 10
22. 13	19. 16	24. 20	32. 27 var. 1	3. 8	31. 26
14. 17	12. 19	10. 14	16. 20	26. 22	Drawn.
13. 9	23. 16	20. 11	19. 16	7. 11	
6. 13	10. 14	7. 16	12. 19	22. 18	B.
25. 21	29. 25	19. 15	23. 16	1. 5	25. 22
15. 18	15. 19	3. 8	17. 21	25. 22	7. 11
23. 14	31. 27	27. 24	22. 17	14. 17	32. 28 D.
17. 22	3. 8	16. 19	15. 18	30. 26	10. 14
26. 17	27. 23	23. 16	26. 23	21. 25	28. 24
13. 22	8. 12	12. 19	18. 22	27. 24	16. 20
28. 24	16. 11	24. 20	25. 18	25. 30	19. 15
1. 6	5. 9	14. 18	10. 14	15. 10	20. 27
27. 23	23. 16	20. 16	17. 10	6. 15	31. 24
22. 25	12. 19	18. 25	6. 22	13. 6	11. 16
21. 17	11. 8	30. 14	13. 6	16. 20	15. 10
25. 29	19. 23	6. 9	1. 10	19. 10	6. 15
24. 19	26. 19	13. 6		20. 27	13. 6
W. wins.					

1. 10	26. 30	23. 19	14. 10	30. 25	H.
18. 11	11. 4	8. 11	6. 15	15. 10	24. 28
16. 20	Drawn.	17. 13	13. 6	6. 15	31. 27
Drawn.		9. 14	19. 23	19. 10	2. 7 I.
	F.	27. 23	28. 24	2. 7	30. 25
D.	31. 27	5. 9	5. 9	10. 6	21. 30
31. 27	9. 14	25. 22	6. 2	1. 10	20. 16
3. 8 E.	25. 22	14. 17	15. 19	23. 19	W. wins.
19. 15	21. 25	29. 25	24. 15	W. wins.	
10. 19	30. 21	17. 21	9. 14		I.
22. 17	14. 17	22. 17 F.	18. 9	D.	3. 7
1. 5	21. 14	11. 16 C.	11. 25	14. 18	30. 25
17. 14	10. 17	25. 22	2. 7	23. 14	21. 30
W. wins.	19. 16	16. 20	25. 29	1. 5	20. 16
	12. 19	19. 16	7. 10	14. 9	12. 19
E.	23. 16	20. 27	29. 25	5. 14	23. 16
10. 14	7. 11	31. 24	10. 15	26. 23	30. 23
19. 15	16. 7	12. 19	25. 22	W. wins.	27. 11
3. 7	3. 19	23. 16	15. 19		Drawn.
15. 8	32. 28	9. 14 var. 1	W. wins.	E.	
21. 25	17. 21	24. 19		1. 5	K.
30. 21	27. 23	15. 24	B.	26. 22	11. 15
16. 19	Drawn.	28. 19	8. 12	30. 26	32. 28 L.
23. 16		10. 15	24. 20	15. 11	15. 24
14. 30	G.	19. 10	12. 16	8. 15	28. 19
16. 11	22. 18	6. 15	28. 24	23. 19	9. 14
Drawn.	3. 8	17. 10	1. 5	26. 17	22. 17 M.
	26. 22	7. 14	32. 28	W. wins.	10. 15
C.	7. 11	22. 17	16. 19		19. 10
18. 15	32. 28	2. 7	7. 14	F.	6. 15
3. 8 var. 3	11. 16	17. 10	10. 26	24. 20	17. 10
32. 27	15. 11	7. 14	30. 7	15. 24	7. 14
16. 20	8. 15	13. 9	15. 22	28. 19	25. 22
25. 22	18. 11	14. 17 A.	7. 2	9. 14 K.	Drawn.
7. 11	24. 27	16. 11	22. 26	22. 17	
22. 18	31. 24	15. 18	24. 19	11. 15	L.
10. 14	16. 20	26. 23	26. 31	25. 22	19. 16
27. 24	11. 7	18. 27	19. 15	15. 24	12. 19
Drawn.	Drawn.	Drawn.	31. 26	22. 18	23. 16
			2. 7	7. 11	7. 11
Var. 3.	H.	A.	26. 23	18. 9	16. 7
16. 20	23. 18	15. 19	W. wins.	11. 15	2. 11
25. 22 F.	3. 8	16. 11		9. 5	22. 17
20. 24	32. 28	19. 24	C.	3. 7 G.H.	15. 19
32. 28 G.H.	7. 11	26. 22	9. 14	20. 16	25. 22
3. 8	26. 23	24. 28	25. 22	12. 19	10. 15
23. 18	1. 5	9. 5	3. 8 D.	23. 16	31. 27
7. 11	22. 17	1. 6	23. 18	7. 11	19. 24
26. 23	11. 16	5. 1	14. 23	16. 7	27. 23
1. 5	31. 26	6. 9	17. 14	2. 11	24. 27
22. 17	16. 20	1. 6	10. 17	26. 23	23. 18
11. 16	19. 16	9. 13	19. 3	11. 16	27. 31
31. 26	12. 19	W. wins.	11. 16	31. 26	17. 14
16. 20	23. 16		26. 19	24. 27	15. 19
19. 16	10. 19	Var. 1.	17. 26	26. 22	14. 5
10. 19	26. 23	7. 11	30. 23	15. 19	3. 8
18. 15	19. 26	16. 7	16. 20	23. 18	Drawn.
24. 27	Drawn.	2. 11	32. 27	19. 23	
23. 18		26. 23	21. 25	18. 14	M.
27. 31	GAME 10.	3. 8	31. 26	Drawn.	22. 18
26. 22	22. 18	23. 18	25. 30		14. 17
31. 26	11. 15	15. 19 B.	19. 15	G.	19. 16
30. 23	18. 11	24. 15	30. 25 E.	2. 7	12. 19
19. 26	8. 15	10. 19	23. 19	30. 25	23. 16
16. 11	21. 17	17. 14	25. 30	W. wins.	1. 5
	4. 8	1. 5	26. 23		25. 22
					5. 9

26. 23	11. 16	18. 14	18. 15	19. 23	24. 20
17. 26	18. 11	15. 19	9. 18	26. 19	29. 25
31. 22	16. 23	32. 28	23. 14	18. 23	31. 26
7. 11	22. 18	3. 7	12. 16	27. 18	13. 17
16. 7	10. 14	22. 18	19. 12	15. 22	26. 23
2. 11	17. 10	19. 23	10. 19	17. 14	25. 22
22. 17	6 22	28. 19	12. 8	10. 17	20. 16
3. 8	13. 6	21. 25	Drawn.	21. 14	2. 7
23. 19	1. 10	30. 21		6. 10	B. wins.
8. 12	11. 8	23. 30	A.	14. 9	
17. 14	23. 26	19. 15	11. 16	5. 14	
Drawn.	30. 23	30. 25	27. 23	13. 9	GAME 13
	21. 25	15. 8	6. 9	14. 17	
GAME 11.	23. 19	25. 22	22. 18	9. 5	22. 18
	10. 14	20. 11	1. 6	17. 21	11. 15
22. 18	8. 4	22. 15	30. 25	5. 1	18. 11
11. 15	25. 30	8. 3	6. 10	22. 25	8. 15
18. 11	4. 8	7. 16	25. 21	31. 26	21. 17
8. 15	30. 25	3. 8	10. 17	Drawn.	4. 8
21. 17	8. 11	16. 19	21. 14		23. 19
4. 8	22. 26	14. 9	7. 10	C.	8. 11
23. 19	31. 22	19. 24	14. 7	24. 20	17. 13
8. 11	25. 18	21. 17	3. 10	16. 19	9. 14
17. 13	B. wins.	Drawn.	32. 28	27. 23 D.	25. 21
9. 14			10. 14	9. 13	14. 18
27. 23	Var. 2.	GAME 12.	26. 22	B. wins.	26. 23
5. 9	31. 27		14. 17		18. 22
25. 22	21. 25	22. 18	19. 15	D.	30. 26
14. 17	30. 21	11. 15	Drawn.	27. 24	15. 18
29. 25	9. 14	18. 11		10. 14	26. 17
17. 21	B. wins.	8. 15	Var.	20. 16 E.	18. 22
22. 17		25. 22	12. 16	14. 23	23. 18
11. 16	Var. 3.	4. 8	18. 14 C.	31. 27	11. 16
25. 22	32. 27	29. 25	10. 17	11. 20	27. 23 A.
7. 11 { var.	3. 8	8. 11	22. 13	27. 11	16. 20
24. 20 { 1, 2,	22. 18 B.	23. 18	16. 20 B.	7. 16	32. 27
15. 24 { & 3.	15. 22	9. 13 var.	21. 17	24. 15	10. 14 var
28. 19	19. 15 A.	18. 14	7. 10	Drawn.	17. 10
10. 14	11. 18	10. 17	26. 23		7. 14
17. 10	23. 5	21. 14	9. 14	E.	18. 9
6. 24	22. 25	6. 10	25. 21	22. 17	5. 14
13. 6	B. wins.	25. 21	15. 18	14. 23	13. 9
1. 10		10. 17	30. 25	25. 22	6. 13
22. 17 C.	A.	21. 14	10. 15	9. 13	19. 15
24. 28	24. 20	2. 6	17. 10	17. 14	1. 6
17. 13	22. 25	24. 19	18. 22	11. 16	24. 19
3. 7	27. 24	15. 24	25. 18	20. 11	3. 7
13. 9	25. 29	28. 19	15. 22	7. 16	28. 24
16. 19	19. 15	6. 10 A.	23. 19	14. 10 F.	22. 25
23. 16	11. 27	22. 17	6. 15	16. 20	29. 22
12. 19	20. 4	13. 22	19. 10	31. 27	14. 18
9. 5	29. 25	26. 17	22. 25	15. 18	23. 14
19. 24	B. wins.	11. 15	24. 19	B. wins.	6. 10
5. 1		32. 28	2. 7		15. 6
11. 16	B.	15. 24	Drawn.	F.	2. 25
20. 11	24. 20	28. 19		14. 9	19. 15
7. 16	15. 24	1 6	B.	5. 14	25 30
1. 5	28. 19	30. 26	9. 14	22. 18	27. 23
16. 20	10. 14	3. 8	24. 20	15. 22	20. 27
5. 9	17. 10	26. 23	6. 10	24. 15	31. 24
24. 27	6. 24	8. 11	27. 24	6. 10	30. 26
Drawn.	13. 6	23. 18	16. 19	15. 6	23. 18
	1. 10	11. 16	25. 22	1. 10	26. 22
Var. 1.	B. wins	27. 23	14. 18	26. 12	18. 14
23. 18		16. 20	22. 17	22. 25	12. 16
16. 23	C.	31. 27	1. 6	28. 24	15. 11
26 19	23. 18	6. 9	32. 27	25. 29	Drawn.
	10. 15				

A.
18. 14
16. 23
27. 18
10. 15
18. 11
7. 16
13. 9
6. 13
32. 27
Drawn.

Var.
3. 8
18. 15 C.
7. 11
23. 18 D.
11. 16
27. 23
20. 27
31. 24
16. 20
15. 11
8. 15
18. 11
20. 27
23. 18
2. 7
11. 2
27. 31
2. 9
5. 23
17. 14 B.
10. 17
21. 14
31. 26
14. 10
22. 25
29. 22
26. 17
B. wins.

B.
13. 9
31. 27
17. 14
10. 17
21. 14
23. 26
19. 15
27. 23
15. 10
23. 18
10. 7
18. 15
B. wins.

C.
18. 14
8. 11
14. 9
5. 14
19. 15
11. 18
23. 19
22. 26
31. 15

---

14. 18
29. 25
18. 23
27. 18
20. 27
18. 14
27. 31
25. 22
31. 27
22. 18
27. 24
14. 9
24. 20
18. 14
20. 16
15. 11
16. 23
11. 8
23. 19
B. wins.

D.
31. 26
22. 31
29. 25
11. 18
23. 7
2. 11
17. 14
6. 9
13. 6
1. 17
21. 14
31. 26
14. 10
26. 30
25. 21
30. 25
10. 7
25. 22
7. 3
11. 16
19. 15
16. 19
3. 7
B. wins.

GAME 14.

22. 18
11. 15
18. 11
8. 15
21. 17
4. 8
23. 19
8. 11
17. 13
9. 14
25. 21
14. 18
26. 23
18. 22
23. 18 var.
11. 16
18. 11

---

16. 23
27. 18
7. 16
24. 20
16. 19
18. 15
19. 23
15. 11
10. 14
11. 8
22. 26
31. 22
14. 17
21. 14
6. 9
13. 6
1. 26
8. 4
Drawn.

Var.
21. 17
5. 9
23. 18
10. 14 A.
17. 10
7. 23
19. 10
6. 15
13. 6
2. 9
27. 18
1. 5 D.
24. 20
9. 14
18. 9
5. 14
32. 27
14. 18 B.
30. 25
12. 16 C.
31. 26
22. 31
25. 22
18. 25
29. 22
31. 24
28. 10
16. 19
22. 18
19. 23
10. 6
23. 26
6. 2
26. 31
2. 6
31. 27
6. 10
27. 23
18. 14
23. 19
14. 9
11. 15
20. 16
19. 12
10. 19
12. 8

---

9. 6
8. 11
6. 2
11. 8
19. 23
8. 11
23. 18
11. 16
Drawn.

A.
11. 16
18. 11
16. 23
27. 18
7. 16
18. 15
10. 19
24. 15
16. 19
30. 26
3. 7
32. 27
1. 5
27. 24
7. 10
15. 11
Drawn.

B.
14. 17
27. 23
12. 16
30. 26
W. wins.

C.
15. 19
27. 24
11. 15
20. 16
19. 23
16. 11
23. 26
24. 19
15. 24
28. 19
26. 30
25. 21
18. 23
11. 8
30. 25
8. 4
23. 26
4. 8
26. 30
8. 11
30. 26
19. 15
26. 23
15. 10
25. 30
10. 6
23. 18
6. 1
W. wins.

D.
12. 16
24. 20
1. 6
32. 27
6. 10
27. 23
10. 14
29. 25
22. 29
30. 26
15. 22
26. 10
29. 25
28. 24
3. 8
Drawn.

GAME 15.

22. 17
11. 15
25. 22
8. 11
29. 25
9. 13
17. 14
10. 17
21. 14
4. 8
24. 19
15. 24
28. 19
11. 16
22. 18
16. 20
26. 22
8. 11 var. 1
30. 26
6. 9
19. 15
11. 16 var. 2
25. 21
16. 19 var. 3
23. 16
12. 19
32. 28
1. 6
15. 11
7. 16
14. 10
6. 15
18. 11
2. 6
22. 18
W. wins.

Var. 1.
6. 9
25. 21
1. 6
30. 26
12. 16
19. 12
8. 11
22. 17
13. 22

---

26. 17
9. 13
23. 19
13. 22
19. 15
11. 16
15. 10
6. 15
18. 11
22. 25
11. 8
25. 29 A.
8. 4
29. 25
4. 8
25. 22
8. 11
16. 19
11. 15
19. 23
27. 18
7. 10
15. 6
2. 9
Drawn.

A.
16. 19
8. 4
25. 29
4. 8
29. 25
32. 28
25. 22
27. 24
20. 27
31. 15
22. 18
15. 10
18. 9
10. 6
9. 14
6. 1
14. 18
28. 24
Drawn.

Var. 2.
12. 16
15. 8
3. 12
18. 15
9. 13
23. 14
1. 6
15. 11
6. 9
11. 8
9. 18
22. 15
7. 11
15. 10
11. 15
8. 4
5. 9
4. 8
9. 14

8. 11	7. 11	4. 8	32. 27	14. 10	17. 13 var
14. 17	22. 18	16. 12	31. 26	12. 16	9. 14
11. 18	13. 22	9. 14	23. 19	26. 23	18. 9
17. 22	18. 9	18. 9	11. 16	20. 24	5. 14
26. 17	6. 13	5. 14	19. 15	27. 20	22. 17
13. 29	25. 18	W. wins.	16. 20	9. 14	7. 10
18. 22	3. 8		24. 19	18. 9	27. 24
16. 19	18. 14	**C.**	14. 18	11. 27	19. 23
W. wins.	10. 17	4. 8	15. 10	32. 23	26. 19
	21. 14	23. 19	26. 23	5. 14	16. 23
Var. 3.	11. 16	9. 14	10. 7	20. 11	31. 26
7. 10	14. 9	18. 9	23. 32	8. 15	14. 18
14. 7	2. 7	5. 14	B. wins.	31. 26	26. 19
3. 19	9. 6	26. 23		4. 8	18. 22
18. 15	7. 10	2. 6	**GAME 17.**	10. 7	17. 14
1. 6	Drawn.	22. 18	11. 15	2. 11	10. 17
15. 11		15. 22	22. 17	23. 18	21. 14
6. 10	**A.**	31. 26	8. 11	14. 23	3. 7
11. 8	12. 16	22. 31	25. 22	26. 10	14. 9
10. 14	17. 14	30. 25	11. 16	Drawn.	4. 8
22. 17	10. 17	13. 22	23. 18		9. 5
13. 22	21. 14	25. 2	3. 8 var. 1	**Var. 2.**	8. 11
26. 10	16. 19	31. 27 D.	18. 11	11. 15	32. 27
19. 26	24. 20	23. 18	8. 15	32. 28	6. 10
31. 22	6. 10	27. 20	24. 19	15. 24	27. 23
16. 19	29. 25	28. 24	15. 24	28. 19	11. 15
32. 28	10. 17	20. 27	27. 11	14. 18	13. 9
9. 14	25. 21	32. 23	7. 16	17. 14	7. 11
8. 4	1. 6	1. 5	22. 18	10. 17	24. 20
5. 9	21. 14	2. 6	9. 14	21. 14	15. 24
4. 8	6. 10	11. 16	18. 9	18. 23	28. 19
19. 23	30. 25 B.	6. 15	5. 14	19. 15	11. 15
27. 18	10. 17	5. 9	28. 24	23. 27	30. 25
14. 23	25. 21	21. 17	4. 8	15. 11	15. 24
10. 7	19. 23	9. 13	24. 19	27. 32	25. 18
2. 11	26. 10	17. 14	16. 23	11. 8	1. 6
8. 15	17. 26	7. 11	26. 19	32. 27	5. 1
23. 26	31. 22	14. 10	8. 11	8. 4	6. 13
15. 18	7. 23	13. 17	31. 26	12. 16	Drawn.
26. 30	27. 18	10. 7	2. 7 var. 2	4. 8	
22. 17	3. 7	3. 10	26. 23	16. 20	**Var.**
9. 13	28. 24	15. 6	11. 15	8. 11	18. 15
17. 14	7. 10	17. 22	32. 28	20. 24	4. 8
W. wins.	24. 19	6. 10	15. 24	14. 10	27. 24
	4. 8	22. 26	28. 19	6. 15	16. 20
GAME 16.	19. 16	10. 14	7. 11	11. 18	32. 27
11. 15	10. 14	26. 31	30. 26	24. 28	7. 10
22. 17	16. 7	29. 25	11. 15	26. 23	17. 13
8. 11	2. 11	31. 26	19. 16	28. 32	10. 14
25. 22	18. 9	14. 17	12. 19	29. 25	22. 17
9. 13	5. 14	26. 31	Drawn.	27. 31	14. 18
23. 18	32. 27	25. 21		18. 22	17. 14 A
6. 9 A.	8. 12	31. 27	**Var. 1.**	32. 27	18. 22
27. 23	27. 23	17. 14	7. 11	23. 19	26. 17
9. 14 C.	11. 15	27. 24	17. 14	Drawn.	9. 18
18. 9	B. wins.	19. 15	10. 17		30. 26
5. 14		24. 19	21. 14	**GAME 18.**	18. 22
30. 25	**B.**	15. 10	16. 20	11. 15	13. 9
1. 6	27. 23	19. 26	29. 25	22. 17	6. 13
24. 19	10. 17	18. 15	9. 13	8. 11	15. 10
15. 24	23. 16	11. 18	24. 19	25. 22	12. 16
28. 19	2. 6	Drawn.	15. 24	11. 16	24. 15
11. 15	32. 27		28. 19	23. 18	2. 6
32. 28	17. 21	**D.**	3. 8	15. 19	26. 23
15. 24	27. 23	10. 15	19. 15	24. 15	8. 12
28. 19	6. 9	19. 10	6. 9	10. 19	23. 18
	28. 24	7. 14			16. 19

18. 14	Var. 1.	29. 25	11. 15	10. 17	5. 9
6. 9	17. 14	7. 10	26. 22	26. 1	27. 23
10. 7	10. 17	17. 14	7. 11	17. 22	9. 13
9. 18	21. 14	9. 18	21. 17	Drawn.	23. 18 **E.**
27. 24	6. 10	22. 15	14. 21		10. 14
20. 27	29. 25	4. 8	23. 7	**C.**	18. 9
31. 24	10. 17	Drawn.	3. 10	6. 9	15. 18
3. 10	25. 21		27. 23	13. 6	22. 15
15. 6	1. 6	**GAME 20.**	5. 9	2. 9	13. 22
1. 10	21. 14	11. 15	31. 26	25. 22	Drawn.
24. 6	6. 10	22. 17	9. 14	14. 18 D.	
18. 23	22. 17	8. 11	24. 20	23. 14	**E.**
17. 14	13. 22	17. 13	15. 24	9. 25	31. 26
Drawn.	26. 17	4. 8	28. 19	29. 22	15. 18
A.	15. 18	23. 19	11. 15	10. 14	23. 14
29. 25	17. 13	15. 18 var. 1	19. 16	19. 10	11. 16
12. 16	10. 17	24. 20	12. 19	14. 18	19. 15 **F.**
17. 14	23. 14	11. 15 var. 2	23. 16	22. 15	10. 19
8. 12	17. 22	28. 24	8. 11	11. 18	24. 15
26. 23	24. 19	8. 11	16. 7	24. 19	7. 11
19. 26	8. 11	26. 23	2. 11	7. 14	Drawn.
30. 23	27. 24	9. 14	26. 23 A.	19. 15	
16. 19·	2. 6	31. 26	11. 16	1. 6	**F.**
23. 16	24. 20	6. 9	20. 11	28. 24	26. 23
12. 19	6. 10	13. 6	15. 18	3. 7	16. 20
31. 26	14. 9	2. 9	22. 15	24. 20	23. 18
18. 23	5. 14	26. 22	10. 26	5. 9	20. 27
B. wins.	13. 9	9. 13	30. 23	31. 27	18. 15
GAME 19.	14. 17	32. 28*	21. 30	7. 10	27. 31
22. 17	9. 6	1. 6	Drawn.	21. 17	15. 6
11. 15	17. 21	21. 17		14. 21	Drawn.
25. 22	6. 1	14. 21	**A.**	26. 23	
9. 13	22. 25	23. 14	22. 17	10. 26	**Var. 2.**
23. 18 var. 1	1. 5	10. 26	15. 19	30. 5	10. 14
6. 9 var. 2	25. 29	19. 1	25. 22	6. 9	26. 23
18. 11	5. 9	13. 17	1. 5	5. 1	6. 10 **K.**
8. 15	29. 25	30. 23	26. 23	9. 13	13. 6
27. 23	31. 26	21. 30	19. 26	1. 6	2. 9
9. 14	11. 15	1. 6	30. 23	8. 11	31. 26 **H.**
30. 25	9. 6	3. 8	11. 15	6. 10	11. 15 **G.**
5. 9	15. 24	6. 2	20. 16	21. 25	28. 24
24. 19	6. 15	7. 10	21. 25	27. 23	1. 6
15. 24	3. 8	23. 19	16. 11	25. 30	26. 22
28. 19	28. 19	10. 14	14. 21	23. 18	8. 11
7. 11	7. 11	Drawn.	22. 17	30. 25	32. 28
22. 18	26. 22		25. 30	18. 14	9. 13
13. 22	25. 18	**Var. 1.**	11. 7	25. 22	20. 16
26. 17	15. 22	9. 14	30. 26	14. 9	Drawn
3. 8	11. 16	27. 23	7. 3	22. 17	
32. 28	20. 11	15. 18 B. C.	26. 19	10. 6	**G.**
11. 15	8. 24	32. 27	B. wins.	Drawn.	9. 13
18. 11	22. 26				28. 24
8. 24	12. 16		**B.**	**D.**	1. 6
28. 19	26. 31	* White ought	5. 9	9. 13	26. 22
4. 8	16. 20	to win thus—	32. 27	32. 27	5. 9
17. 13	Drawn.	20. 16	1. 5	1. 6	22. 15
2. 6		11. 20	26. 22	22. 17	11. 18
25. 22	**Var. 2.**	22. 17	14. 18	13. 22	25. 22
8. 11	5. 9	13. 22	23. 14	26. 17	18. 25
31. 26	18. 11	21. 17	9. 18	14. 18	29. 22
11. 16	8. 15	14. 21	22. 17	23. 14	8. 11
22. 17	27. 23	23. 14	11. 16	6. 9	22. 18
14. 18	15. 19	10. 17	27. 23	30. 26	13. 17
23. 7	24. 15	25. 2	18. 27	9. 18	32. 28
Drawn	10. 19	1. 6	17. 14	26. 22	17. 22
	23. 16	2. 9	16. 23	18. 25	Drawn.
	12. 19	5. 14	31. 26	29. 22	
		19. 15			
		3. 8			
		24. 19			

H.	5. 9	6. 15	13. 6	18. 25	15. 24
19. 16	24. 19	11. 8	2. 9	29. 22	28. 19
12. 26	15. 24	28. 32	26. 22	7. 11	3. 8
31. 6	25. 22	8. 4	9. 14	22. 17	20. 16
1. 10	13. 25	32. 28	27. 23	Drawn.	5. 9
25. 22	29. 22	4. 8	18. 27		26. 22
10. 15 I.	24. 28	2. 7	32. 23	D.	10. 15
22. 17	22. 18	31. 26	5. 9	10. 14	17. 10
15. 18	12. 16	28. 24	31. 27	17. 10	15. 24
17. 10	W. wins.	26. 22	1 5	7. 14	23. 19
7. 14		24. 27	22. 17	13. 9	6. 15
30. 26	L.	23. 18	9. 13	6. 13	19. 10
8. 12	2. 9	15. 19	25. 22	19. 15	Drawn.
26. 22	28. 24	22. 17	5. 9	1. 6	
18. 25	8. 11	27. 23	29. 25	23. 19	F.
29. 22	30. 26	18. 14	15. 18	6. 9	26. 22
9. 13	9. 13	23. 18	22. 6	15. 10	15. 24
22. 18	26. 22	8. 4	13. 29	14. 17	28. 19
14. 23	3. 8	18. 9	6. 1	21. 14	9. 14
27. 18	23. 19	13. 6	7. 10	9. 18	22. 15
3. 7	7. 10	1. 10	1. 5	19. 15	7. 11
28. 24	27. 23	17. 13	9. 13	18. 22	30. 26
7. 10	18. 27	7. 11	5. 9	15. 11	11. 18
24. 19	32. 23	4. 8	13. 17	13. 17	26. 22
10. 14	5. 9	10. 15	9. 18	11. 8	2. 7
18. 9	31. 27	13. 9	17. 22	17. 21	22. 15
5. 14	W. wins.	19. 24	18. 25	8. 4	7. 11
32. 27		9. 6	29. 22	21. 25	31. 26
13. 17	GAME 21.	24. 28	23. 18	4. 8	11. 18
27. 23	11. 15	6. 2	22. 15	25. 30	26. 22
17. 22	22. 17	23. 32	27. 23	8. 11	3. 7
21. 17	8. 11	2. 6	10. 14	30. 26	22. 15
14. 21	17. 13	32. 28	19. 10	29. 25	7. 11
23. 18	4. 8	21. 17	11. 15	22. 29	25. 22
11. 16	23. 19	28. 32	10. 7	31. 22	11. 25
20. 11	15. 18	17. 14	15. 18	29. 25	29. 22
22. 26	24. 20	32. 28	21. 17	22. 17	8. 11
Drawn.	11. 15	14. 10	18. 27	25. 22	27. 23
	28. 24 var.	28. 24	17. 10	17. 13	11. 15
I.	8. 11	6. 2	27. 32	22. 18	32. 28
9. 13	26. 23	Drawn.	24. 19	10. 6	15. 24
22. 18	18. 22 B.		8. 11	2. 9	28. 19
14. 23	25. 18	A.	10. 6	13. 6	10. 15
27. 18	15. 22	11. 15	32. 28	Drawn.	19. 10
5. 9	30. 26	17. 14	7. 3		6. 15
30. 26	11. 15	10. 17	28. 24	Var.	Drawn.
10. 14	26. 17	19. 10	3. 8	27. 24 F.	
26. 23	15. 18	6. 15	24. 15	8. 11	E.
7. 10	23. 14	21. 14	W. wins.	25. 22 E.	26. 22
29. 25	9. 18	15. 18		18. 25	9. 14
10. 15	27. 23	31. 27	C.	29. 22	31. 27
25. 22	18. 27	1. 6	5. 9	9. 14	6. 9
Drawn.	32. 23	24. 19	26. 22	22. 17	13. 6
	7. 11 D.	2. 7	9. 14	11. 16	2. 9
K.	29. 25	25. 21	22. 17	20. 11	27. 23
11. 15	5. 9 A.	18. 22	6. 9	7. 23	18. 27
19. 10	25. 22	23. 18	13. 6	26. 19	32. 23
6. 15	11. 15	22. 26	2. 9	2. 7	14. 18
13. 6	20. 16	27. 23	17. 13	31. 26	23. 14
1. 10 L	9. 14	W. wins.	1. 6	7. 11	10. 26
28. 24	16. 11		27. 23	26. 23	30. 23
8. 11	12. 16	B.	18. 27	15. 18	7. 10
30. 26	19. 12	3. 8	32. 23	24. 20	23. 18
2. 6	15. 18	23. 14	15. 18	18. 27	15. 22
26. 22	22. 15	9. 18	31. 27	32. 23	25. 18
3. 8	10. 28	30. 26	11. 15	11. 15	3. 8
22. 17	17. 10	6. 9 C.	25. 22	30. 26	B. wins.

GAME 22.	22. 26	31. 26	10. 14	23. 26	15. 10
	18. 14	14. 9	22. 25	25. 21	26. 31
11. 15	15. 18	26. 22	7. 2	26. 31	29. 25
22. 17	23. 19	9. 6	25. 29	27. 23	12. 16
8. 11	26. 31	27. 31	2. 7	31. 27	25. 22
17. 13	14. 9	6. 2	29. 25	23. 18	16. 19
4. 8	W. wins.	22. 18	7. 10	27. 23	24. 15
23. 19		2. 6	25. 21	14. 9	31. 24
15. 18	Var. 2.	18. 15	10. 15	23. 14	15. 11
24. 20	11. 16	13. 9	13. 17	9. 2	24. 19
11. 15	20. 11	23. 26	15. 19	14. 10	11. 7
28. 24	7. 16	30. 23	17. 22	13. 9	19. 15
8. 11	21. 17	31. 26	19. 23	5. 14	2. 6
26. 23	14. 21	Drawn.	W. wins.	2. 6	15. 11
9. 14 B.	23. 7			10. 7	7. 2
31. 26	2. 11	B.	C.	6. 10	20. 24
14. 17 } var1	19. 10	18. 22	30. 26	8. 11	22. 18
21. 14 } var2	6. 15	25. 18	6. 2	10. 3	11. 16
10. 17	25. 22 A.	15. 22	5. 9	11. 20	21. 17
23. 14	16. 19	30. 26	2. 6	3. 7	W. wins.
6. 10	32. 28	11. 15	9. 13	14. 18	
25. 22	5. 9	26. 17	6. 10	Drawn.	B.
17. 21	13. 6	15. 18	15. 18		1. 6
22. 17	1. 10	23. 14	10. 14	GAME 23.	30. 26 C. D
15. 18	29. 25	9. 18	18. 22	11. 15	9. 13
26. 22	10. 14	29. 25	32. 28	22. 17	32. 28
18. 25	24. 20	7. 11 D.	Drawn.	8. 11	6. 9
29. 22	Drawn.	17. 14		17. 13	B. wins
11. 15		10. 17	D.	4. 8	
13. 9	A.	21. 14	18. 23	23. 19	C.
7. 11	24. 20	6. 9	27. 18	15. 18	32. 28
14. 7	16. 19	13. 6	10. 15	24. 20	9. 13 E.
3. 10	27. 23	1. 17	18. 11	11. 15	20. 16
9. 6	3. 7	25. 21	7. 23	28. 24	11. 20
2. 9	23. 16	17. 22	24. 19	8. 11	Drawn.
17. 13	12. 19	19. 15	6. 10	26. 23	
9. 14	25. 22	3. 8	25. 22 E.	9. 14	E.
22. 17	7. 10	15. 10	23. 26	31. 26	3. 8
1. 6	22. 17	11. 15	22. 18	6. 9	30. 26
32. 28	19. 24	21. 17	26. 30	13. 6	9. 13
5. 9	29. 25	22. 26	18. 15	2. 9	19. 16
27. 23	1. 6	31. 22	30. 25	26. 22	12. 19
15. 18	25. 22	18. 25	15. 6	9. 13 B.	23. 16
19. 15	5. 9	17. 13	1. 10	20. 16	8. 12 F.
18. 27	26. 23	25. 30	32. 27	11. 20	24. 19
15. 8	24. 27	10. 6	25. 22	22. 17	15. 31
14. 18	20. 16	2. 9	27. 23	13. 22	22. 8
8. 3	11. 20	13. 6	2. 7	21. 17	12. 19
W. wins.	23. 18	30. 25 C.	31. 27	14. 21	8. 3
	27. 31	27. 23	7. 11	23. 14	W. wins.
Var. 1.	18. 11	25. 22	27. 24	10. 17	
5. 9	9. 14	23. 18	22. 26	25. 2	F.
21. 17	11. 7	8. 11	23. 18	1. 6 A.	13. 17
14. 21	14. 18	24. 19	26. 22	2. 9	22. 13
23. 5	22. 15	15. 24	18. 14	5. 14	8. 12
15. 18	10. 19	32. 28	3. 7	19. 15	25. 22
26. 23	7. 2	22. 15	19. 15	3. 8	12. 19
18. 22	6. 10	28. 10	Drawn.	24. 19	22. 17
25. 18	2. 7	5. 9		W. wins.	5. 9
10. 15	10. 15	6. 2	E.		26. 22
19. 10	7. 11	9. 13	20. 16	A.	18. 25
6. 22	15. 18	10. 7	3. 8	17. 22	29. 22
23. 18	11. 15	11. 15	17. 14	19. 15	14. 18
7. 10	18. 23	2. 6	10. 17	21. 25	27. 23
32. 28	15. 24	15. 18	21. 14	30. 21	19. 26
10. 15	20. 27	6. 10	2. 6	22. 26	17. 14
27. 23	17. 14	18. 22	31. 27		

18. 25	25. 29	Var.	6. 10	22. 18	8. 11
14. 5	19. 15	17. 13	16. 12	27. 31	19. 15
15. 18	29. 25	8. 11	14. 17	26. 22	4. 8
21. 17	15. 10	26. 23	21. 14	10. 14	22. 17
11. 15	25. 22	10. 14	10. 17	18. 15	12. 16
5. 1	10. 6	24. 20	25. 21	14. 18	17. 10
Drawn.	22. 17	11. 15	18. 22	B. wins.	7. 14
	6. 2	28. 24	21. 14		26. 22
D.	17. 10	4. 8	22. 31	Var.	2. 7
22. 17	2. 11	30. 26	W. wins.	9. 13	28. 24
18. 22 G.	Drawn.	8. 11		17. 10	16. 19
25. 18		26. 22	GAME 25.	7. 14	23. 16
15. 22	H.	3. 8	22. 18	18. 9	14. 23
23. 18	7. 10	32. 28	11. 16	5. 14	27. 18
14. 23	14. 7	7. 10	25. 22	26. 22	20. 27
27. 18	3. 10	24. 19	10. 14	11. 18	31. 24
9. 13	8. 3	15. 24	29. 25	22. 15	11. 27
17. 14	10. 14	28. 19	16. 20	2. 7	32. 23
10. 17	3. 7	11. 15 A.	24. 19	30. 26	7. 10 var.
21. 14	14. 17	27. 24	8. 11	7. 10	15. 11 C.
6. 10	7. 10	18. 27	19. 15	23. 19	8. 15
30. 25	17. 21	13. 9	4. 8	3. 7 B.	18. 11
10. 17	10. 14	6. 13	22. 17 A.	19. 16	10. 15
25. 21	13. 17	22. 17	*7. 10 var.	12. 19	21. 17 D. E.
22. 26	19. 15	13. 22	25. 22	28. 24	3. 7
21. 14	17. 22	25. 4	10. 19	19. 28	11. 2
26. 30	14. 17	27. 32	17. 10	25. 22	9. 13
19. 15	22. 26	4. 8	6. 15	10. 19	2. 9
30. 26	15. 10	32. 27	23. 7	22. 17	5. 21
15. 8	Drawn.	29. 25	2. 11	13. 22	23. 18
26. 22		5. 9	21. 17	26. 3	15. 19
32. 28	GAME 24.	25. 22	1. 6	8. 12	18. 14
22. 15	11. 15	9. 13	17. 13	27. 24	19. 23
24. 19	22. 17	8. 11	3. 7	20. 27	22. 18
15. 24	15. 18	1. 5	28. 24	31. 15	13. 17 A.
28. 19	23. 14	11. 8	12. 16	6. 10	18. 15
13. 17 H.	9. 18	2. 7	26. 23	15. 6	23. 26
8. 4	17. 14 var.	8. 3	8. 12	1. 10	30. 23
17. 22	10. 17	7. 11	23. 19	W. wins.	21. 30
4. 8	21. 14	3. 7	16. 23		14. 10
22. 26	8. 11	27. 23	31. 26	B.	30. 26
19. 15	24. 20	Drawn.	7. 10	1. 5	23. 19
26. 30	6. 9		26. 19	19. 16	26. 23
15. 10	26. 23	A.	11. 16	12. 19	19. 16
Drawn.	3. 8	2. 7	18. 11	28. 24	23. 18
	23. 19	22. 15	16. 23	19. 28	16. 11
G.	18. 22	11. 18	27. 18	25. 22	Drawn.
9. 13	25. 18	31. 26	W. wins.	10. 19	
25. 22	11. 16	8. 11		22. 17	A.
18. 25	20. 11	19. 16	A.	13. 22	23. 26
29. 22	8. 22	12. 19	28. 24	26. 1	30. 23
14. 18	30. 25	23. 16	7. 10	19. 24	21. 30
23. 14	9. 18	14. 17 B.	24. 19	1. 6	18. 15
6. 9	27. 23	21. 14	3. 7	8. 11	30. 26
22. 18	18. 27	10. 17	19. 16	21. 17	23. 18
15. 22	25. 18	16. 12	10. 19	11. 15	26. 22
32. 28	5. 9	11. 15	32. 28	Drawn.	14. 10
9. 18	32. 23	12. 8	7. 10		13. 17
17. 14	4. 8	17. 21	16. 7	GAME 26.	10. 7
10. 17	29. 25	25. 22	2. 11	22. 18	17. 21
21. 14	12. 16	13. 25	23. 7	11. 16	7. 2
13. 17	19. 3	Drawn.	14. 32	25. 22	21. 25
19. 15	2. 6		7. 3	10. 14	2. 7
17. 21	3. 10	B.	32. 27	29. 25	25. 30
15. 8	6. 29	10. 15	31. 24	16. 20	7. 11
22. 25	Drawn.	27. 24	20. 27	24. 19	30. 26
24. 19					18. 14

26. 23	19. 23	23. 19	31. 27	7. 11	6. 9
14. 10	14. 10	15. 24	9. 15	6. 2	19. 15
22. 18	6. 15	26. 23	27. 24	11. 16	12. 16
B. wins	18. 11	24. 27	16. 12	2. 6	15. 8
	23. 27	22. 18 F.	24. 19	26. 31	3. 12
Var.	11. 8	1. 5	Drawn	B. wins.	30. 26
9. 12	27. 31	18. 9			2. 7
23. 19	8. 4	5. 14	**GAME 28.**	Var.	27. 24
7. 10	31. 27	B. wins.		4. 8	16. 20
21. 17	4. 8		11. 15	26. 22	32. 27
9. 13 B.	27. 23	F.	22. 17	8. 11 B.	7. 11
25. 21	8. 11	23. 19	9. 13	22. 18	14. 10
3. 7	9. 13	27. 31	17. 14	16. 20	9. 14
30. 26	11. 16	19. 15	10. 17	30. 26	18. 9
12. 16	5. 9	31. 26	21. 14	6. 9	5. 14
19. 12	16. 20	B. wins.	8. 11	29. 25	26. 23
10. 19	9. 14		24. 19	1. 6	14. 18
12. 8	22. 18		15. 24	19. 15	23. 14
7. 11	14. 17	**GAME 27.**	28. 19	11. 16	11. 15
8. 3	18. 14	11. 15	11. 16	25. 22	Drawn.
11. 16	17. 21	22. 17	25. 21	7. 10 E.	
3. 7	25. 22	9. 13	6. 9 var.	14. 7	C.
16. 20	23. 19	17. 14	29. 25	3. 19	22. 18
7. 11	14. 9	10. 17	9. 18	18. 15	13. 17
19. 24	19. 15	21. 14	23. 14	2. 7	18. 15
11. 16	Drawn.	8. 11	16. 23	15. 11	9. 18
24. 27		24. 19	26. 19	7. 10	21. 14
17. 14	C.	15. 24	4. 8	11. 7	7. 11
6. 9	30. 26	28. 19	25. 22	9. 14	29. 25 D.
14. 10	10. 19	11. 16	8. 11	7. 3	1. 6
27. 31	23. 16	25. 21	22. 18	6. 9	25. 22
10. 7	8. 12	6. 9	11. 16	3. 8	18. 25
20. 24	B. wins.	29. 25	27. 23	10. 15	30. 21
7. 3		9. 18	16. 20	22. 18	11. 15
24. 28	D.	23. 14	31. 27	15. 22	14. 10
3. 7	23. 18	16. 23	13. 17	26. 10	6. 24
28. 32	15. 19	26. 19	30. 26	19. 26	27. 4
7. 10	22. 17	4. 8	1. 6	31. 22	18. 27
32. 27	3. 7	25. 22	18. 15* A.	16. 19	31. 24
18. 15	11. 2	8. 11	20. 24	32. 28	12. 16
27. 24	9. 13	22. 18	27. 20	9. 14	21. 17
15. 11	2. 9	11. 16	7. 10	10. 6	5. 9
31. 27	5. 23	27. 23	14. 7	5. 9	Drawn.
10. 15	17. 14	16. 20	2. 27	6. 1	
9. 14	23. 27	31. 27	21. 14	19. 23	D.
15. 10	14. 10	13. 17	6. 9	27. 18	14. 10
5. 9	27. 31	30. 26	32. 23	14. 23	18. 22
10. 17	10. 7	1. 6	B. wins.	1. 5	30. 25
27. 23	31. 27	19. 16		9. 14	11. 18
26. 19	25. 22	12. 19	A.	5. 9	23. 14
24. 8	27. 23	23. 16	14. 9	W. wins.	16. 23
16. 19	21. 17	6. 9	6. 13		27. 18
8. 12	19. 24	18. 15	21. 14	B.	8. 11
19. 23	17. 14	9. 18	13. 17	6. 9	32. 27
11. 16	24. 27	21. 14	14. 9	29. 25 C.	2. 6
23. 27	14. 10	7. 11	5. 14	9. 18	18. 15
16. 19	27. 31	15. 8	18. 9	22. 15	11. 18
27. 32	Drawn.	3. 19	17. 21	7. 11	27. 23
19. 23		27. 23	26. 22	31. 26	6. 15
32. 28	E.	18. 27	21. 25	11. 18	B. wins.
Drawn.	30. 26	32. 16	22. 17	23. 14	
	3. 7	20. 24	25. 30	16. 23	E.
B.	11. 2	14. 10	17. 13	26. 19	16. 19
12. 16	9. 13	24. 27	30. 26	1. 6	23. 16
19. 12	2. 9	26. 23	9. 6	25. 22	12. 19
10. 19	5. 14	27. 31	2. 9	8. 11	15. 11 var. 2
17. 14		23. 19	13. 6	22. 18	7. 16

15

Column 1

14. 10
6. 15
18. 11
2. 6
22. 18 F.
19. 24
Drawn.

F.
32. 28
20. 24
27. 20
6. 10
11. 8 G.
3. 12
20. 11
19. 23
26. 19
10. 14
Drawn.

G.
11. 7
10. 15
20. 11
3. 10
31. 27 H.
10. 14
B. wins.

H.
11. 7
19. 23
26. 19
15. 24 -
28. 19
10. 14
Drawn.

Var. 2.
27. 23
7. 10
23. 16 I.
10. 19
14. 10
6. 15
18. 11
2. 6
32. 28 K.
6. 10
11. 7
10. 14

Column 2

16. 11
3. 10
11. 8
19. 23
26. 19
10. 15
Drawn.

I.
14. 7
3. 10
23. 16
10. 19
18. 15
2. 7
15. 11
7. 10
11. 7
19. 23
26. 19
10. 14
19. 15
14. 17
Drawn.

K.
16. 12
6. 10
11. 8
19. 23
26. 19
10. 14
22. 18
14. 23
Drawn.

GAME 29.
11. 16
22. 18
16. 19
23. 16
12. 19
24. 15
10. 19
25. 22
9. 14
18. 9
5. 14
22. 17
7. 10
27. 24

Column 3

2. 7
24. 15
10. 19
17. 10
7. 14
32. 27
3. 7
27. 24
7. 10 var.
24. 15
10. 19
31. 27
8. 11
29. 25
6. 10
27. 23
11. 16
25. 22
10. 15
22. 17 A.
15. 18
Drawn.

A.
21. 17
14. 21
23. 18
16. 20
18. 11
20. 24
11. 7
24. 27
7. 3
27. 31
8. 7
31. 27
7. 11
1. 5
11. 16
27. 23
28. 24
19. 28
26. 19
28. 32
19. 15
32. 27
16. 19
5. 9
15. 11
9. 13
11. 7
4. 8

Column 4

7. 3
8. 12
3. 7
27. 32
7. 10
32. 27
10. 14
27. 32
14. 18
32. 27
22. 17
13. 22
18. 25
27. 31
25. 22
31. 27
30. 26
27. 23
19. 15
23. 30
15. 19
W. wins.

Var.
7. 11
24. 15
11. 18
28. 24
8. 11
29. 25
4. 8
24. 19
6. 9
26. 22
1. 5 B.
22. 15
11. 18
19. 16
18. 22
25. 18
14. 23
21. 17
8. 12
16. 11
9. 13
17. 14
12. 16
11. 7
16. 20
7. 2
23. 27
31. 24

Column 5

20. 27
2. 6
27. 31
6. 10
31. 27
10. 15
27. 23
30. 25
23. 26
25. 21
26. 22
21. 17
22. 26
15. 18
13. 22
18. 25
Drawn.

B.
18. 23
22. 17
14. 18
17. 14
1. 5
19. 15
9. 13
14. 10
23. 27 C.
31. 24
18. 23
10. 7
11. 18
7. 3
8. 12
3. 8
23. 27
8. 11
27. 32
24. 20
18. 23
11. 15
32. 28
25. 22
Drawn.

C.
11. 16
10. 7
8. 12
7. 3
5. 9
3. 8

Column 6

9. 14
8. 11
16. 20
31. 26
W. wins.

GAME 30.
11. 16
22. 18
8. 11
25. 22
4. 8
29. 25
10. 14
24. 19
7. 10
27. 24
16. 20
19. 16
20. 27
16. 7
2. 11
31. 24
12. 16
24. 19
8. 12
32. 27
16. 20
21. 17
14. 21
19. 16
12. 19
23. 7
10. 14
26. 23
3. 10
28. 24
10. 15
18. 11
9. 13
22. 18
6. 9
11. 7
13. 17
18. 15
14. 18
23. 14
9. 18
24. 19
17. 22
Drawn.

THE LAST MATCH GAMES BETWEEN PROF. ANDERSON AND JAMES WYLIE, ESQ., FOR THE CHAMPIONSHIP OF SCOTLAND.

GAME 1.

WYLIE.	ANDERSON.
11. 15	23. 19
9. 14	22. 17
5. 9	17. 13
14. 18	24. 20
15. 24	28. 19
9. 14	25. 22
18. 25	29. 22
8. 11	27. 23
11. 15	32. 28
15. 24	28. 19
4. 8	22. 18
8. 11	18. 9
11. 15	19. 16
12. 19	23. 16
1. 5	16. 11
5. 14	26. 23
7. 16	20. 11
15. 18	30. 25
18. 27	31. 24
14. 18	21. 17
18. 23	24. 19
23. 26	25. 21
26. 31	17. 14
10. 17	21. 14
31. 26	14. 9
26. 23	19. 16
23. 18	16. 12
18. 14	9. 5
14. 10	11. 8
10. 7	5. 1
7. 10	1. 5
10. 14	8. 4
6. 9	13. 6
2. 9	

Drawn.

GAME 2.

ANDERSON.	WYLIE.
22. 18	9. 14
18. 9	5. 14
25. 22	11. 15
22. 17	8. 11
17. 13	4. 8
23. 19	15. 18
29. 25	11. 15
26. 22	7. 11
22. 17	3. 7
30. 26	6. 9
13. 6	2. 9
17. 13	1. 6
26. 23	18. 22
25. 18	15. 22
24. 20	22. 25
31. 26	11. 15

28. 24	25. 30
20. 16	7. 11
16. 7	8. 11
7. 2	15. 18
2. 7	

Won by Anderson.

GAME 3.

WYLIE.	ANDERSON.
11. 15	23. 19
9. 14	27. 23
8. 11	22. 18
15. 22	25. 9
5. 14	29. 25
6. 9	25. 22
9. 13	22. 18
1. 5	18. 9
5. 14	24. 20
4. 8	23. 18
14. 23	31. 27
13. 17	21. 14
10. 17	27. 18
7. 10	26. 22
17. 26	30. 23
2. 6	32. 27
6. 9	18. 15
11. 18	23. 5

Won by Anderson.

GAME 4.

ANDERSON.	WYLIE.
22. 18	11. 16
25. 22	10. 14
24. 20	16. 19
23. 16	12. 19
18. 15	7. 10
20. 16	14. 18
29. 25	9. 14
27. 24	5. 9
24. 20	8. 12
16. 11	3. 8
31. 27	18. 23
27. 18	14. 23
21. 17	9. 14
17. 13	1. 5
13. 9	6. 13
15. 6	8. 15
6. 1	4. 8
20. 16	8. 11
16. 7	2. 11
1. 6	14. 18
28. 24	19. 28
26. 10	18. 23
10. 7	11. 15
6. 10	

Won by Anderson.

GAME 5.

WYLIE.	ANDERSON
11. 15	23. 19
9. 14	27. 23
8. 11	22. 18
15. 22	25. 9
5. 14	29. 25
6. 9	25. 22
9. 13	24. 20
11. 15	19. 16
12. 19	23. 16
15. 19	22. 18
14. 23	31. 27
4. 8	27. 18
8. 11	18. 14
10. 17	21. 14
11. 15	26. 22
15. 18	22. 15
7. 10	14. 7
2. 18	16. 11
18. 23	20. 16
23. 26	30. 23
19. 26	16. 12
26. 30	11. 8
30. 26	8. 4
26. 23	4. 8
13. 17	8. 11
17. 22	11. 16
22. 26	28. 24
26. 31	16. 20

Won by Wylie.

GAME 6.

ANDERSON.	WYLIE
22. 18	11. 15
18. 11	8. 15
25. 22	4. 8
23. 18	8. 11
29. 25	9. 13
21. 17	12. 16
25. 21	16. 19
17. 14	10. 17
21. 14	6. 10
24. 20	10. 17
27. 23	1. 6
23. 16	6. 10
32. 27	17. 21
27. 23	10. 14
18. 9	5. 14
16. 12	7. 10
28. 24	2. 6
23. 19	14. 18
22. 17	13. 22
26. 17	6. 9
17. 13	9. 14

19. 16	3. 7
12. 8	18. 23
8. 3	15. 18
3. 8	11. 15
8. 11	

Won by Anderson.

GAME 7.

WYLIE.	ANDERSON.
11. 15	23. 19
8. 11	22. 17
4. 8	25. 22
9. 13	27. 23
6. 9	23. 18
9. 14	18. 9
5. 14	26. 23
1. 6	30. 25
15. 18	22. 15
11. 27	32. 23
13. 22	25. 9
6. 13	29. 25
13. 17	21. 14
10. 17	19. 16
12. 26	31. 13
2. 6	25. 22
8. 11	24. 19
6. 10	13. 9
10. 15	19. 10
7. 14	9. 6
11. 15	28. 24
14. 18	24. 19
18. 25	19. 10
3. 8	

Drawn.

GAME 8.

ANDERSON.	WYLIE.
22. 18	11. 16
25. 22	10. 14
24. 20	16. 19
23. 16	12. 19
18. 15	7. 10
20. 16	14. 18
29. 25	9. 14
27. 24	5. 9
24. 20	8. 12
16. 11	3. 8
31. 27	12. 16
27. 23	18. 27
32. 23	9. 13
23. 18	14. 23
28. 24	19. 28
26. 3	10. 19
22. 18	2. 7
11. 2	1. 5
2. 9	5. 23
25. 22	28. 32
21. 17	32. 27
17. 14	27. 31
22. 18	31. 26
18. 15	26. 22
14. 9	19. 24
9. 6	24. 27
6. 2	27. 31

15. 11	22. 17
2. 6	31. 26
3. 7	26. 22
6. 2	22. 18
20. 16	23. 26

Won by Wylie.

GAME 9.

WYLIE.	ANDERSON.
11. 15	23. 19
9. 14	27. 23
8. 11	22. 18
15. 22	25. 9
5. 14	29. 25
6. 9	25. 22
9. 13	24. 20
11. 15	32. 27
15. 24	28. 19
4. 8	22. 18
1. 5	18. 9
5. 14	26. 22
8. 11	22. 18
13. 17	18. 9
11. 15	21. 14
15. 24	20. 16
12. 26	27. 20
10. 17	31. 13
7. 10	9. 6
2. 9	13. 6

Won by Anderson.

GAME 10.

ANDERSON.	WYLIE.
22. 18	11. 16
25. 22	10. 14
24. 20	16. 19
23. 16	12. 19
18. 15	7. 10
20. 16	14. 18
29. 25	9. 14
27. 24	5. 9
24. 20	8. 12
31. 27	1. 5
16. 11	18. 23
27. 18	14. 23
22. 18	9. 14
18. 9	5. 14
26. 22	3. 8
22. 17	12. 16
28. 24	19. 28
25. 22	10. 19
17. 1	8. 15
20. 11	19. 24
1. 5	24. 27
22. 17	27. 31
17. 14	23. 26
30. 23	31. 26
14. 10	26. 19
10. 6	2. 9
5. 14	19. 23
11. 7	15. 19

Drawn.

GAME 11.

WYLIE.	ANDERSON
11. 15	23. 19
8. 11	22. 17
11. 16	24. 20
16. 23	27. 11
7. 16	20. 11
3. 7	25. 22
7. 16	22. 18
9. 14	18. 9
5. 14	29. 25
4. 8	32. 27
8. 11	25. 22
11. 15	17. 13
16. 19	22. 17
12. 16	27. 24
16. 20	31. 27
2. 7	26. 23
19. 26	30. 23
14. 18	23. 14
1. 5	27. 23
20. 27	23. 19
15. 24	28. 19
27. 31	14. 9
5. 14	19. 15
10. 19	17. 3
31. 26	3. 7
26. 22	

Drawn.

GAME 12.

ANDERSON.	WYLIE.
22. 18	11. 16
25. 22	10. 14
24. 20	16. 19
23. 16	12. 19
18. 15	7. 10
20. 16	14. 18
29. 25	9. 14
27. 24	5. 9
24. 20	8. 12
31. 27	1. 5
16. 11	18. 23
27. 18	14. 23
22. 18	9. 14
18. 9	5. 14
26. 22	19. 24
28. 19	23. 26
30. 23	12. 16
19. 12	10. 26
32. 27	26. 30
27. 23	6. 9
22. 18	30. 26
23. 19	14. 23
25. 22	26. 17
21. 5	23. 27
5. 1	27. 31
1. 5	31. 27
19. 15	27. 23
15. 10	23. 19
10. 6	2. 9
5. 14	19. 16
11. 7	3. 17
20. 11	17. 22
12. 8	

Won by Anderson.

GAME 13.

WYLIE.	ANDERSON.
11. 15	23. 19
8. 11	22. 17
11. 16	24. 20
16. 23	27. 11
7. 16	20. 11
3. 7	25. 22
7. 16	22. 18
9. 14	18. 9
6. 22	26. 17
5. 9	28. 24
1. 6	30. 26
10. 15 .	29. 25
2. 7	25. 22
4. 8	32. 28
7. 10	24. 20
16. 19	20. 16
19. 24	28 19
15. 24	22. 18
12. 19	17. 14
10. 17	21. 5
6. 9	5. 1
9. 13	1. 6
24. 28	6. 10
28. 32	18. 15
8. 12	15. 11
12. 16	

Drawn.

GAME 14.

ANDERSON.	WYLIE.
22. 18	11. 16
25. 22	10. 14
24. 20	16. 19
23. 16	12. 19
18. 15	7. 10
20. 16	14. 18
29. 25	9. 14
27. 24	5. 9
24. 20	8. 12
31. 27	1. 5
15. 11	10. 15
22. 17	6. 10
11. 8	4. 11
16. 7	2. 11
27. 23	18. 27
32. 7	9. 13
26. 22	15. 19
7. 2	19. 23
2. 6	

Won by Anderson.

GAME 15.

WYLIE.	ANDERSON.
11. 15	23. 19
8. 11	22. 17
11. 16	24. 20
16. 23 •	27. 11
7. 16	20. 11
3. 7	25. 22
7. 16	22. 18
9. 14	18. 9
6. 22	26. 17
5. 9	28. 24
10. 15	30. 26
4. 8	24. 20
16. 19	32. 28
2. 7	29. 25
1. 6	17. 13
8. 11	31. 27
7. 10	27. 24
9. 14	25. 22
14. 18	22. 17
18. 22	17. 14
10. 17	21. 14
22. 31	14. 10
31. 27	10. 1
11. 16	20. 11

Drawn.

GAME 16.

ANDERSON.	WYLIE.
22. 18	11. 16
25. 22	10. 14
24. 20	16. 19
23. 16	12. 19
18. 15	7. 10
20. 16	14. 18
29. 25	9. 14
27. 24	5. 9
24. 20	8. 12
31. 27	1. 5
15. 11	10. 15
22. 17	18. 22
17. 1	22. 31
11. 8	4. 11
16. 7	3. 10
1. 6	31. 24
6. 13	5. 9
13. 6	2. 9
30. 26	9. 14
26. 22	14. 18
22. 17	19. 23
28. 19	15. 24
17. 14	

Drawn.

GAME 17.

WYLIE.	ANDERSON.
11. 15	22. 17
15. 19	23. 16
12. 19	24. 15
10. 19	25. 22
8. 11	30. 25
4. 8	27. 23
11. 16	22. 18
8. 12	17. 14
16. 20	23. 16
12. 19	32. 27
9. 13	25. 22
6. 9	27. 24
20. 27	31. 15
1. 6	29. 25
7. 10	14. 7
3. 19	18. 15
9. 14	15. 11
6. 10	11. 8
2. 7	8. 3
14. 17	21. 14
10. 17	3. 10
17. 21	10. 15
21. 30	15. 24
30. 23	5. 9
24. 20	

Drawn.

GAME 18.

ANDERSON.	WYLIE.
22. 18	11. 16
25. 22	10. 14
24. 20	16. 19
23. 16	12. 19
18. 15	7. 10
20. 16	14. 18
29. 25	9. 14
27. 24	5. 9
24. 20	8. 12
31. 27	1. 5
15. 11	10. 15
22. 17	18. 22
17. 1	22. 31
11. 8	4. 11
16. 7	3. 10
1. 6	31. 24
6. 13	5. 9
13. 6	2. 9
30. 26	9. 13
25. 22	10. 14
26. 23	19. 26
28. 10	26. 30
32. 27	30. 25
10. 6	25. 18
6. 2	14. 17
21. 14	18. 9
27. 23	9. 14
2. 7	13. 17
23. 19	17. 22
19. 15	

Drawn.

GAME 19.

WYLIE.	ANDERSON.
11. 15	22. 17
15. 19	23. 16
12. 19	24. 15
10. 19	25. 22
8. 11	30. 25
4. 8	27. 23
11. 16	22. 18
8. 12	17. 14
16. 20	23. 16
12. 19	32. 27
9. 13	25. 22
6. 9	27. 24
20. 27	31. 15
1. 6	29. 25
7. 10	14. 7
3. 19	18. 15
9. 14	15. 11
6. 10	11. 8
2. 7	8. 3
5. 9	3. 8
10. 15	8. 3
7. 11	8. 7
11. 16	7. 3

14. 18	3. 7
18. 23	7. 11
23. 30	11. 20
19. 23	

Drawn.

GAME 20.

ANDERSON.	WYLIE.
22. 18	11. 16
25. 22	10. 14
24. 20	16. 19
23. 16	12. 19
18. 15	7. 10
20. 16	14. 18
29. 25	9. 14
27. 24	5. 9
24. 20	8. 12
31. 27	1. 5
27. 23	18. 27
32. 23	9. 13
16. 11	3. 8
23. 16	12. 19
20. 16	8. 12
21. 17	14. 21
22. 18	10. 14
18. 9	5. 14

Won by Wylie.

GAME 21.

WYLIE.	ANDERSON.
11. 15	22. 17
15. 19	23. 16
12. 19	24. 15
10. 19	25. 22
8. 11	30. 25
4. 8	27. 23
11. 16	22. 18
8. 12	17. 14
16. 20	23. 16
12. 19	32. 27
9. 13	25. 22
6. 9	27. 24
20. 27	31. 15
1. 6	29. 25.
7. 10	14. 7
3. 19	18. 15
9. 14	15. 11
6. 9	11. 8
2. 7	8. 3
7. 10	3. 7
10. 15	7. 11
14. 17	21. 14
9. 18	25. 21
18. 25	11. 18
25. 30	18. 23
5. 9	

Drawn.

GAME 22.

ANDERSON.	WYLIE.
22. 18	10. 14
25. 22	6. 10
22. 17	9. 13
18. 9	13. 22
26. 17	5. 14

29. 25	11. 15
25. 22	14. 18
23. 14	15. 19
24. 6	2. 25
17. 14	25. 29
21. 17	8. 11
28. 24	11. 15
14. 9	15. 18
17. 13	18. 22
9. 6	1. 10
13. 9	22. 25
30. 21	29. 25
24. 19	25. 22
9. 6	10. 15
19. 10	7. 14
6. 2	14. 18
27. 23	18. 27
32. 23	12. 16

Drawn.

GAME 23.

WYLIE.	ANDERSON.
11. 15	23. 19
8. 11	22. 17
4. 8	25. 22
9. 13	27. 23
6. 9	23. 18
9. 14	18. 9
5. 14	26. 23
1. 6	30. 25
15. 18	22. 15
11. 27	32. 23
13. 22	25. 9
6. 13	29. 25
13. 17	21. 14
10. 17	19. 16
12. 26	31. 13
2. 6	25. 22
8. 11	24. 19
6. 10	13. 9
10. 15	19. 10
7. 14	9. 6
11. 15	6. 2
14. 18	22. 17
18. 22	2. 6
15. 18	6. 10
18. 23	10. 15

Drawn.

GAME 24.

ANDERSON.	WYLIE.
9. 14	22. 18
11. 15	18. 11
8. 15	25. 22
5. 9	22. 17
9. 13	30. 25
13. 22	25. 11
7. 16	24. 20
3. 8	20. 11
8. 15	28. 24
4. 8	24. 20
8. 11	29. 25
6. 9	25. 22
9. 13	27. 24
2. 6	22. 17

13. 22	26. 17
15. 18	24. 19
18. 27	31. 24
11. 15	20. 16
6. 9	17. 13
15. 18	13. 6
10. 15	19. 10
12. 28	6. 2
18. 22	2. 7
22. 26	7. 11
14. 18	

Drawn.

GAME 25.

WYLIE.	ANDERSON.
11. 15	23. 18
8. 11	27. 23
4. 8	24. 20
15. 19	23. 16
12. 19	18. 15
11. 18	22. 15
7. 11	32. 27
11. 18	26. 23
19. 26	30. 7
2. 11	25. 22
9. 14	27. 23
11. 15	28. 24
8. 11	23. 19
14. 18	19. 10
18. 25	29. 22
6. 15	31. 26
5. 9	21. 17
3. 8	26. 23
9. 13	23. 19
15. 18	22. 15
11. 18	17. 14

Drawn.

GAME 26.

ANDERSON.	WYLIE.
22. 18	11. 16
18. 14	10. 17
21. 14	9. 18
23. 14	8. 11
25. 22	3. 8
29. 25	11. 15
24. 20	15. 19
20. 11	8. 15
25. 21	4. 8
22. 17	6. 10
27. 24	2. 6
26. 23	19. 26
30. 23	15. 18
24. 19	18. 27
32. 23	8. 11
28. 24	6. 9
31. 27	9. 18
23. 14	11. 16
27. 23	16. 20

Won by Wylie.

GAME 27.

WYLIE.	ANDERSON.
11. 15	22. 17
15. 19	23. 16

12. 19	24. 15
10. 19	25. 22
8. 11	30. 25
4. 8	27. 23
11. 16	22. 18
8. 12	17. 14
16. 20	23. 16
12. 19	32. 27
9. 13	25. 22
6. 9	27. 24
20. 27	31. 15
1. 6	29. 25
7. 10	14. 7
3. 19	18. 15
9. 14	15. 11
6. 10	11. 8
2. 7	8. 3
5. 9	3. 8
10. 15	8. 3
7. 11	3. 7
11. 16	7. 3
14. 18	3. 7
18. 23	7. 11
23. 30	11. 18
16. 20	18. 14
9. 18	22. 15
20. 24	15. 11
24. 27	25. 22
27. 31	22. 18
31. 27	18. 14
27. 23	11. 7
23. 18	14. 9
30. 26	

Won by Anderson.

GAME 28.

ANDERSON.	WYLIE.
22. 18	11. 16
25. 22	10. 14
24. 19	8. 11
30. 25	4. 8
22. 17	6. 10
28. 24	11. 15
18. 4	14. 18
23. 14	16. 30
4. 8	9. 18
24. 20	7 9
17. 13	2. 6
8. 11	7. 16
20. 11	10. 15
11. 8	12. 16
8. 4	1. 5
31. 26	30. 23
25. 22	18. 25
27. 11	25. 30
29. 25	9. 14
25. 22	30. 25
22. 17	14. 18
17. 14	18. 23
21. 17	25. 21

Won by Wylie.

GAME 29.

WYLIE.	ANDERSON.
11. 15	23. 19
8. 11	27. 23

11. 16	24. 20
15. 24	20. 11
7. 16	28. 19
4. 8	22. 18
10. 14	25. 22
8. 11	29. 25
6. 10	32. 27
9. 13	18. 9
5. 14	22. 18
1. 5	18. 9
5. 14	25. 22
13. 17	22. 13
14. 18	23. 7
16. 32	13. 9
3. 10	21. 17
11. 16	17. 13
32. 28	9. 6
2. 9	13. 6
10. 15	6. 2
15. 19	

Drawn.

GAME 30.

ANDERSON.	WYLIE.
9. 14	22. 18
11. 15	18. 9
5. 14	25. 22
15. 19	23. 16
12. 19	24. 15
10. 19	22. 17
6. 10	27. 24
10. 15	17. 10
7. 14	29. 25
8. 11	25. 22
14. 18	22. 17
18. 22	17. 14
22. 25	21. 17
25. 29	17. 13
4. 8	32. 27
3. 7	24. 20
15. 18	14. 9
19. 23	26. 19
18. 22	27. 24

Won by Wylie.

GAME 31.

WYLIE.	ANDERSON.
22. 18	11. 16
25. 22	10. 14
24. 20	16. 19
23. 16	12. 19
18. 15	7. 10
20. 16	14. 18
29. 25	9. 14
27. 24	5. 9
24. 20	8. 12
31. 27	1. 5
16. 11	18. 23
27. 18	14. 23
22. 17	9. 14
17. 13	3. 8
26. 22	14. 18
22. 17	12. 16
17. 14	10. 17
21. 14	23. 26

30. 23	18. 27
32. 23	19. 26
14. 10	6. 9
13. 6	2. 9
25. 20	9. 13
10. 7	16. 19
7. 3	8. 12
11. 7	19. 23
7. 2	26. 30
3. 7	23. 27
2. 6	27. 31
15. 11	31. 26
6. 10	5. 9
10. 15	26. 31
7. 2	30. 25
11. 7	25. 22
7. 3	9. 14
2. 7	22. 26
28. 24	31. 27
24. 19	27. 31
15. 11	26. 22
7. 2	14. 18
3. 7	18. 23
7. 10	23. 27
10. 14	27. 32
11. 15	22. 26
15. 10	13. 17
19. 15	17. 22
21. 17	22. 25
15. 11	25. 30
11. 7	26. 22
17. 13	30. 26
7. 3	26. 23
2. 7	22. 26
13. 9	32. 28
9. 6	28. 32
6. 2	31. 27
10. 15	27. 24
7. 10	32. 28
2. 7	28. 32
14. 18	23. 14
10. 17	26. 23
17. 14	32. 28
7. 10	23. 19
3. 7	28. 32
14. 18	32. 27
15. 11	19. 16
10. 14	24. 19
7. 10	16. 7
10. 3	19. 24
18. 15	27. 23
3. 7	23. 26
14. 18	24. 28
15. 19	28. 32
20. 16	26. 31
16. 11	31. 27
7. 10	27. 31
11. 7	32. 27
18. 15	27. 32
15. 11	32. 27
7. 2	31. 26
10. 15	27. 31
2. 6	26. 30
6. 10	30. 25
10. 14	31. 26
11. 8	

Won by Anderson.

SEVENTY CRITICAL POSITIONS,

TO BE WON OR DRAWN BY SCIENTIFIC PLAY.—FROM STURGES' CELEBRATED
COLLECTION.

** Throughout these Critical Situations the White are supposed to have occupied the lower
half of the board; their men are, consequently, moving upward.

No. 1. White to move and win.*
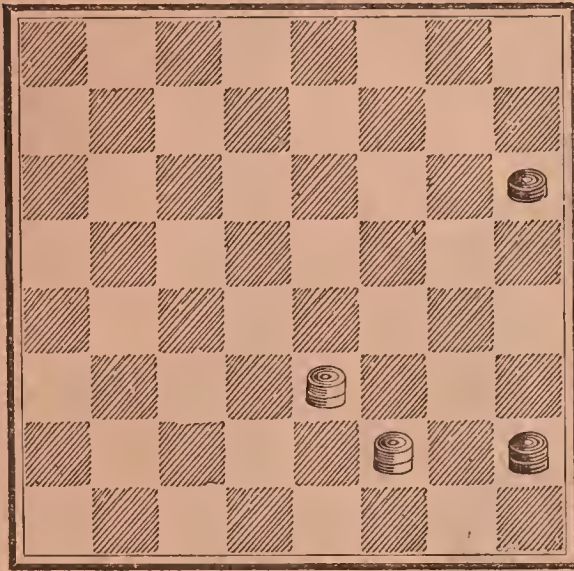
No. 2. White to move and win.
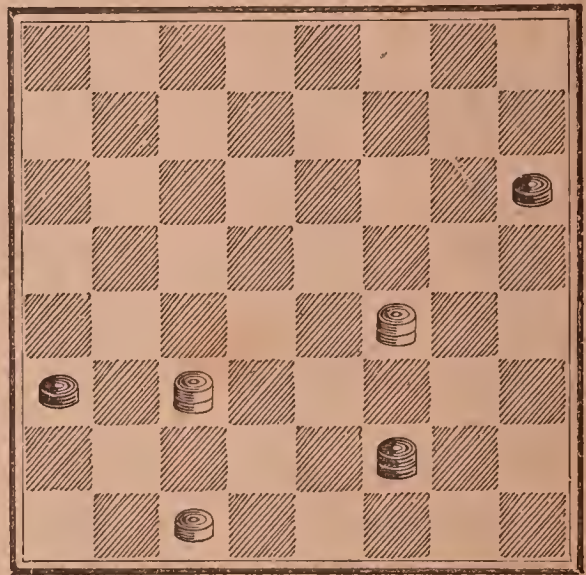
No. 3. White to move and draw.†
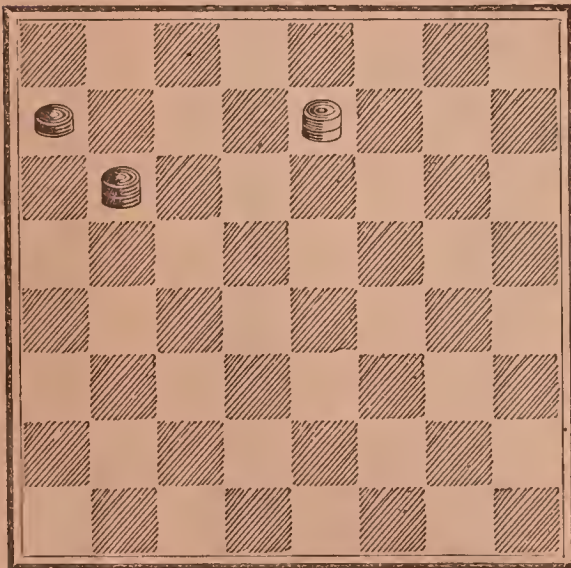
No. 4. Either to move, W. win.
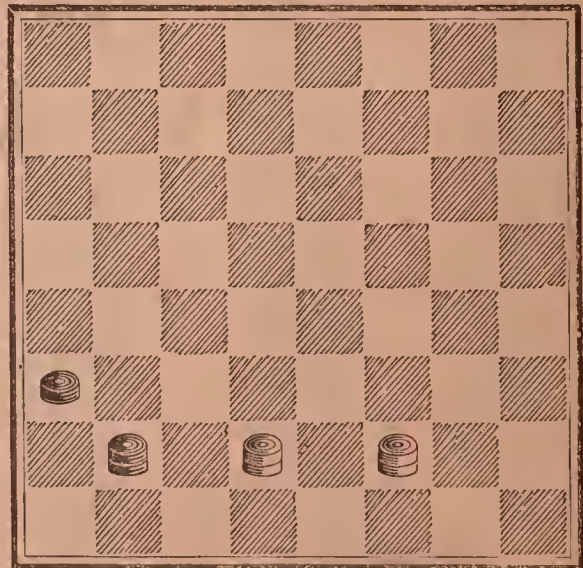
* This situation occurs in a great number of games, and ought to be well understood.
† This situation often occurs when each player has equal men on different parts of the
board; Black, however, not being able to extricate those men, it becomes a draw.

No. 5. White to move and win.
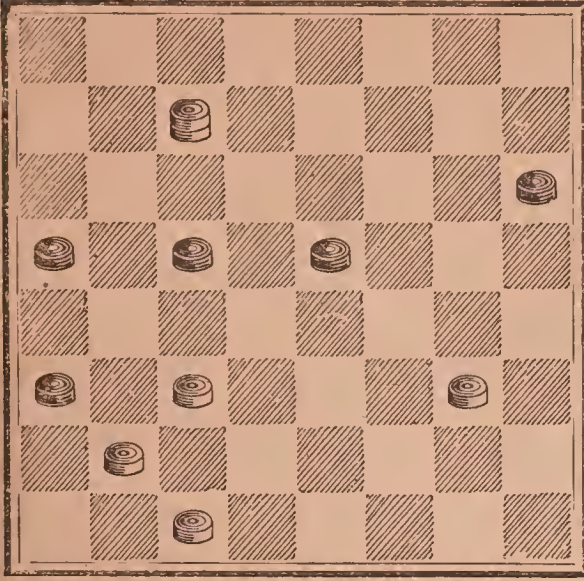
No. 6. White to move and draw.*
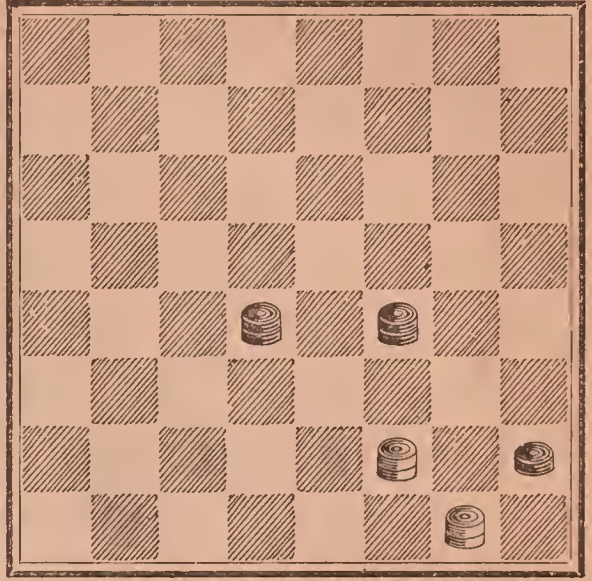
No. 7. Either to move, B. win.†
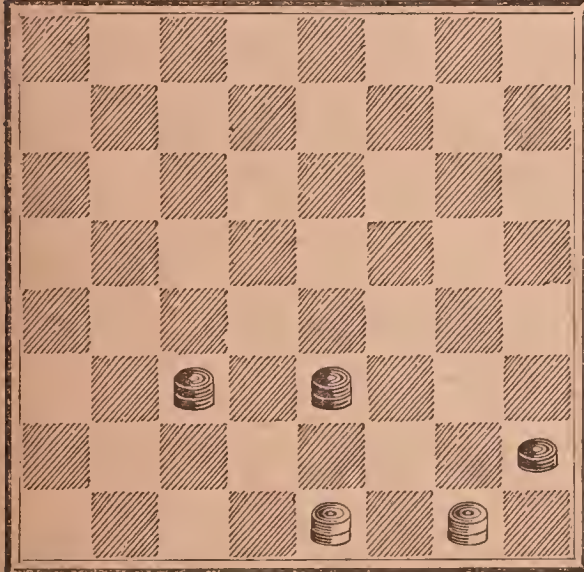
No. 8. White to move and win.
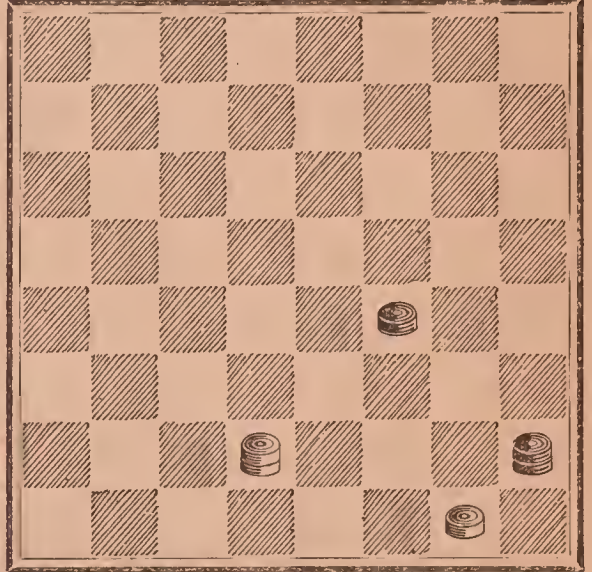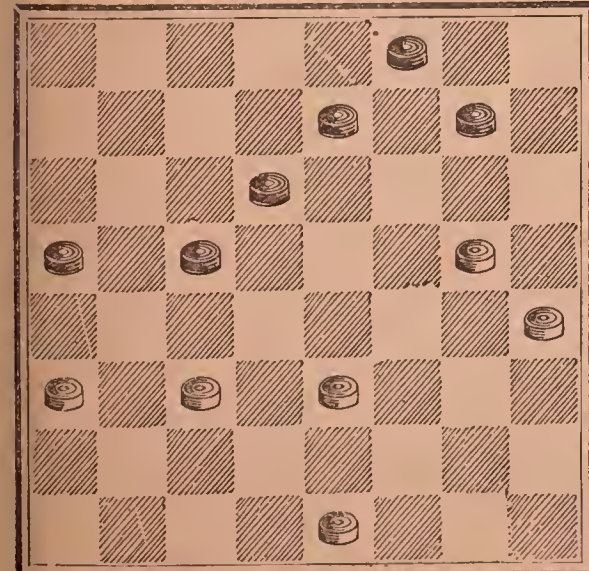
No. 9. White to move and win.
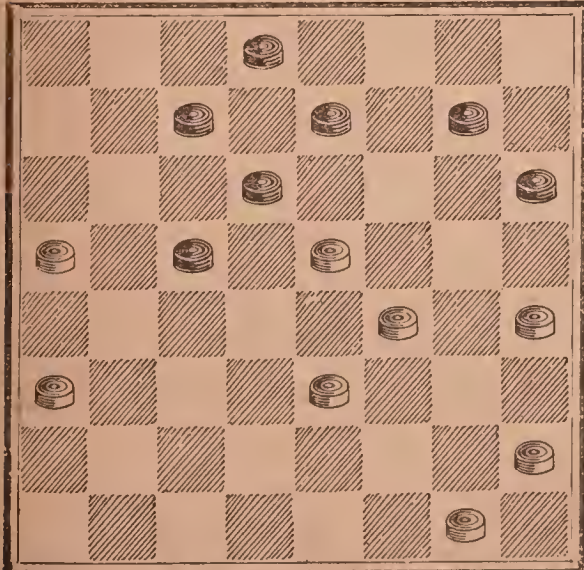
No. 10. Black to move and win.
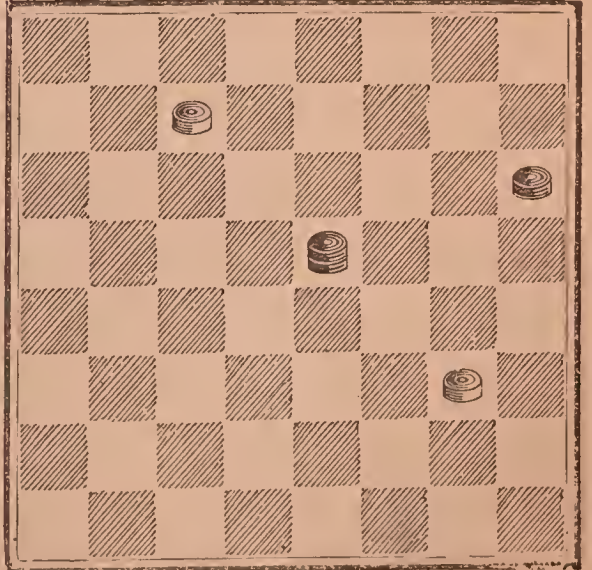
* This situation, though apparently simple, should be noted.
† White loses through being unable to keep command of square 20

No. 11. White to move and win.
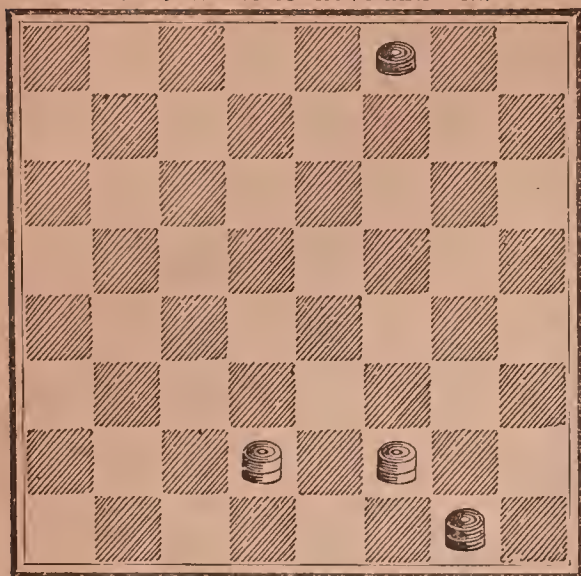
No. 12. White to move and draw.
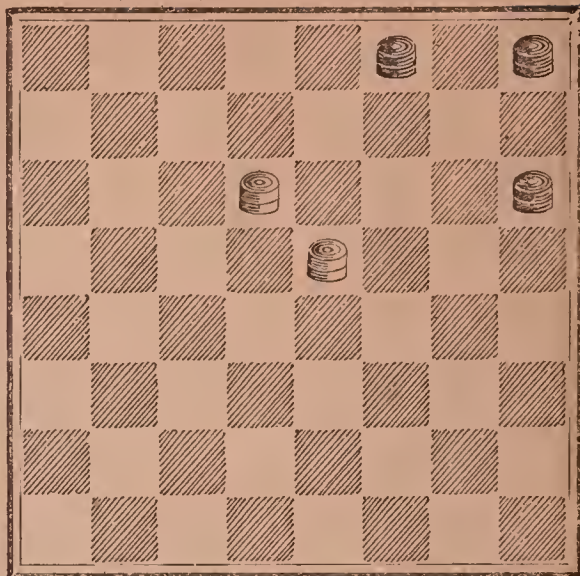
No. 13. White to move and win.
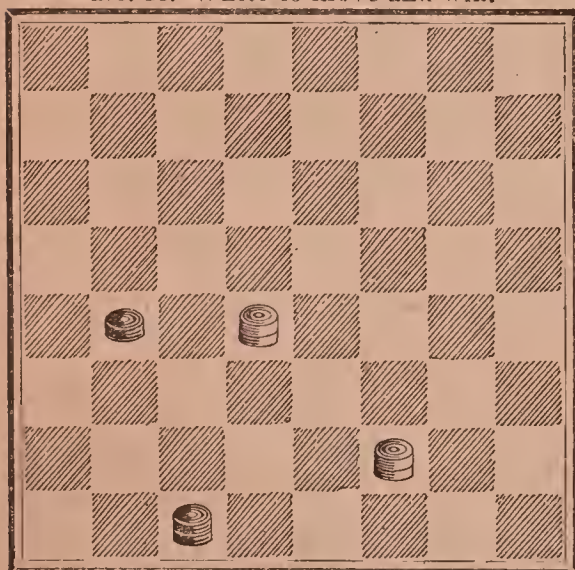
No. 14. White to move and win.
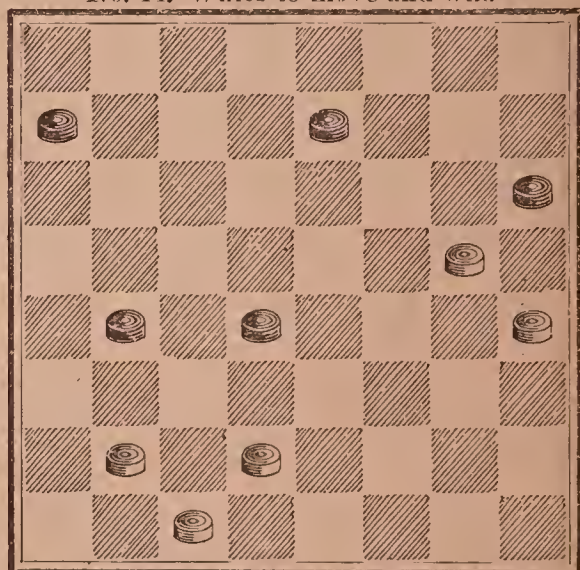
No. 15. Black to move, W. to win.*
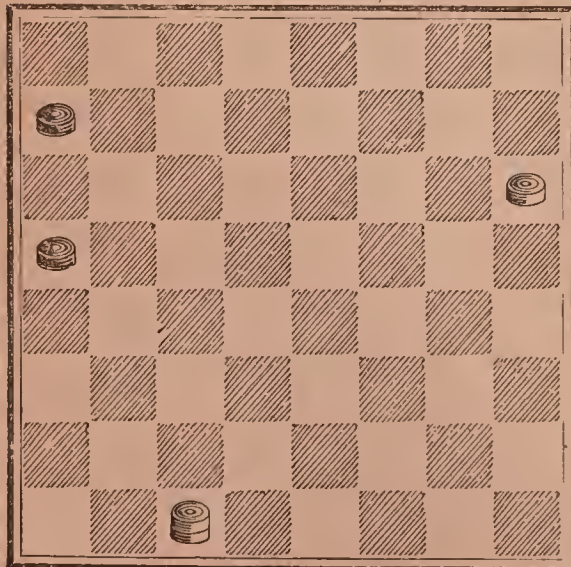
No. 16. White to move and win.
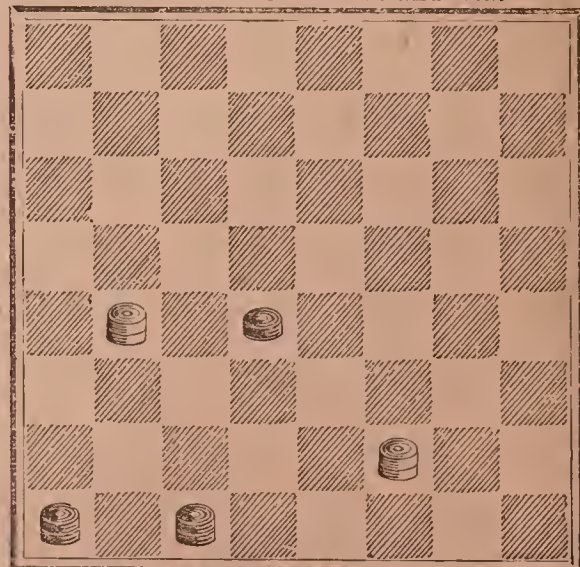
* Similar endings often occur.

No. 17. B. to move, W. to draw.*
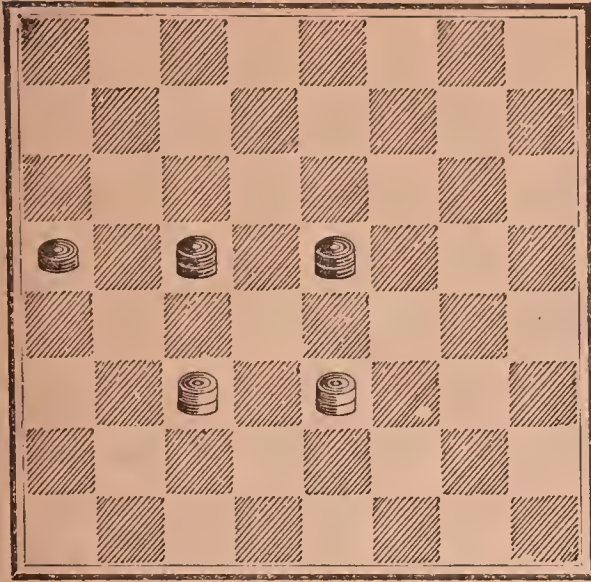
No. 18. White to move and win.†
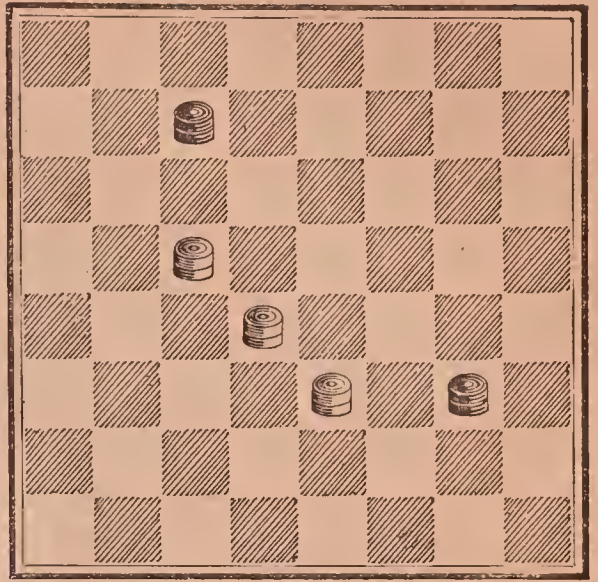
No. 19. B. to move, W. to win.‡
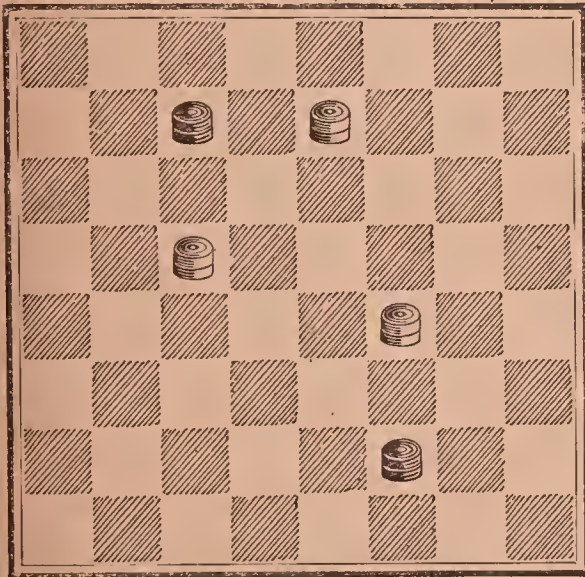
No. 20. White to move and win.
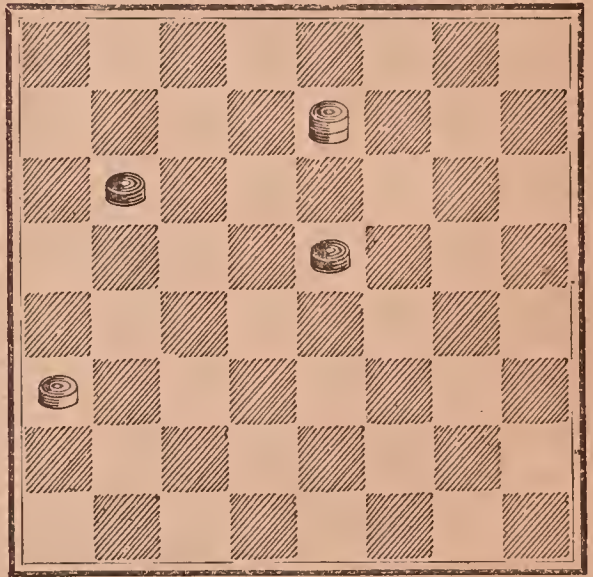
No. 21. White to move and win.
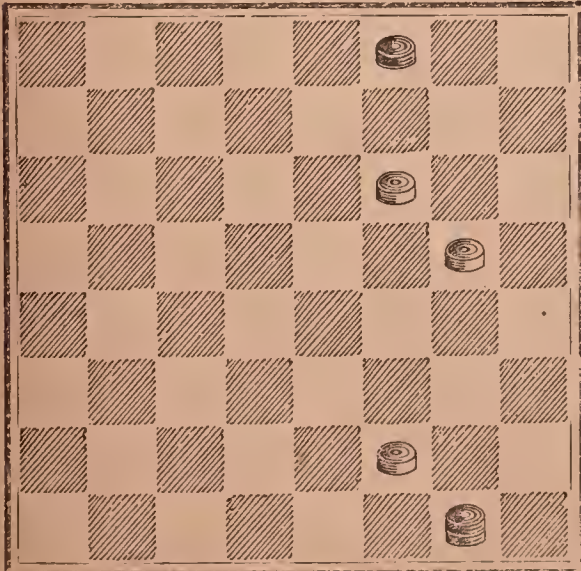
No. 22. White to move and win.
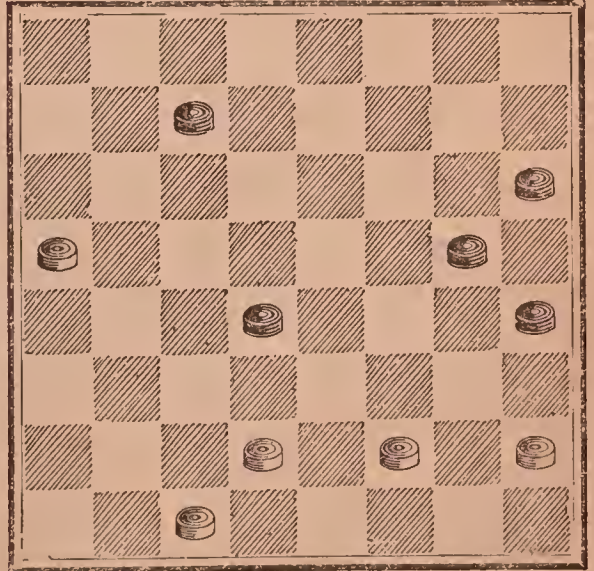
* An instructive position.
† A very neat piece of play.
‡ White can force the game in a few moves. Three kings win against two, whenever the Black are in the double corners, as above.

DRAUGHTS.

No. 23. White to move and draw.
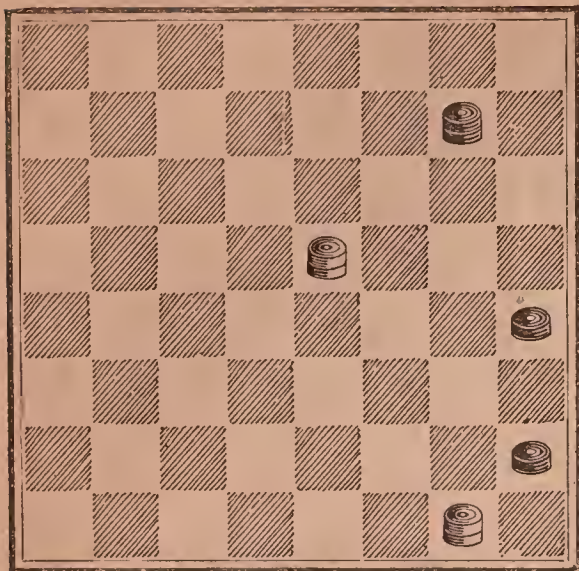
No. 24. White to move and win.
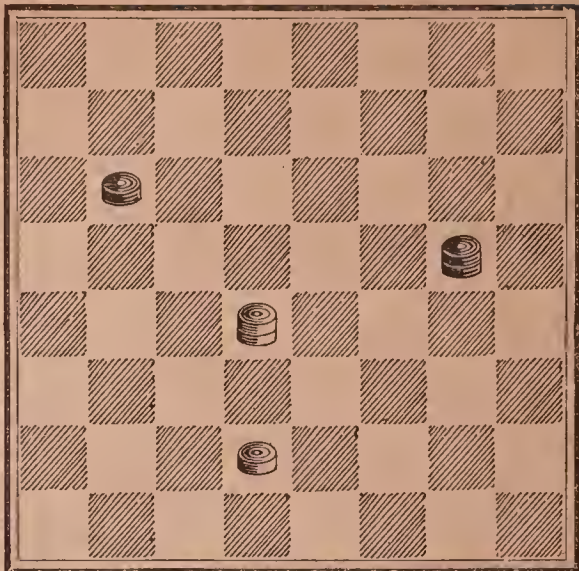
No. 25. White to move and win.
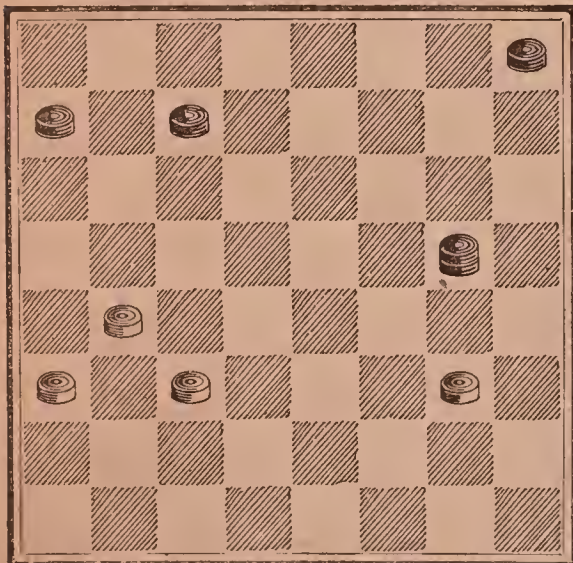
No. 26. Black to move and draw.
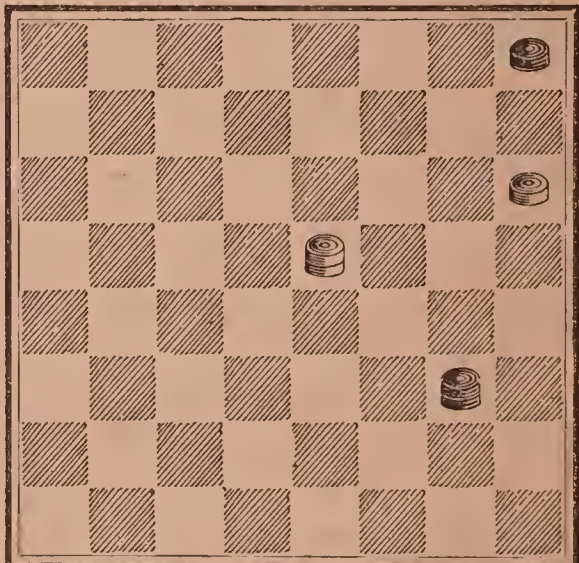
No. 27. White to move and win.
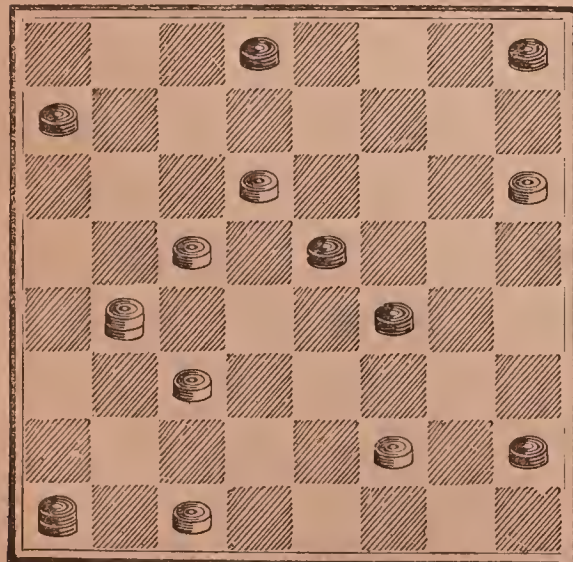
No. 28. White to move and win.
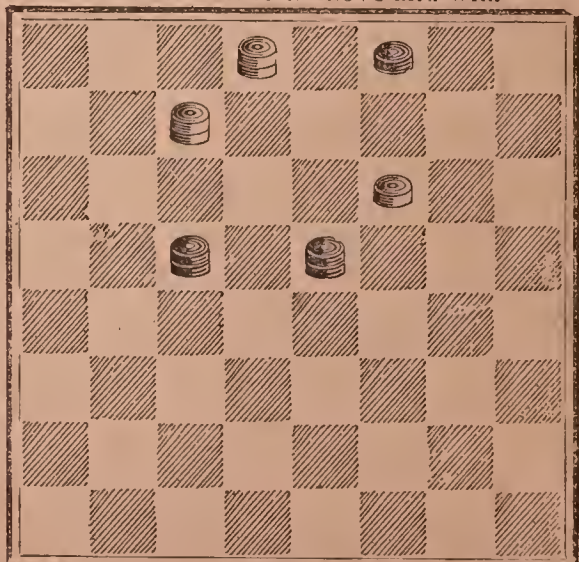
No. 29. White to move and win.
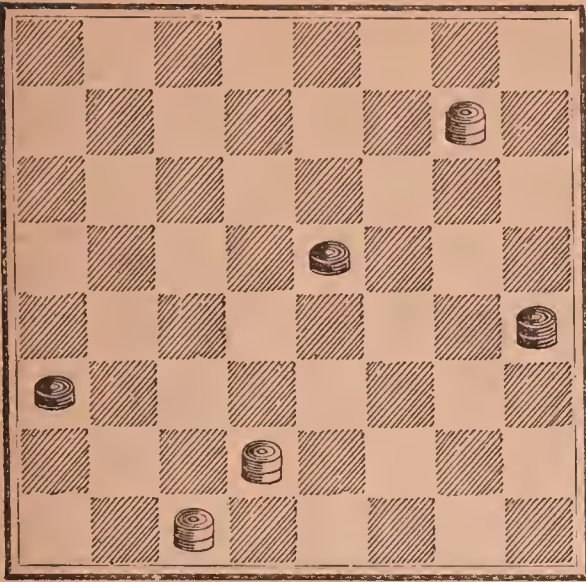
No. 30. White to move and win.
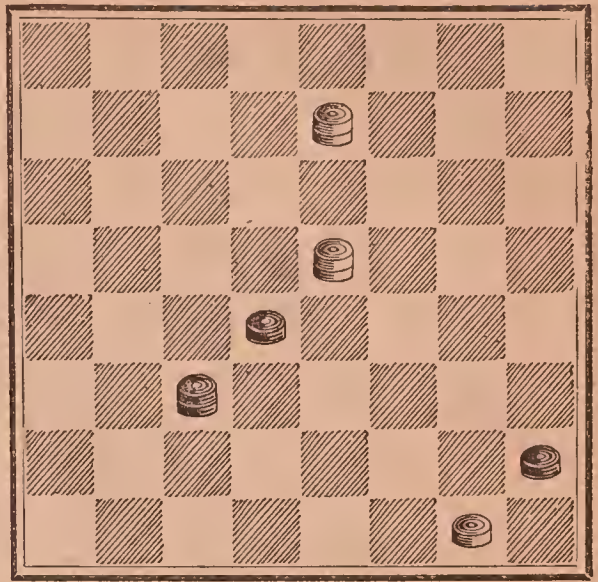
No. 31. White to move and win.
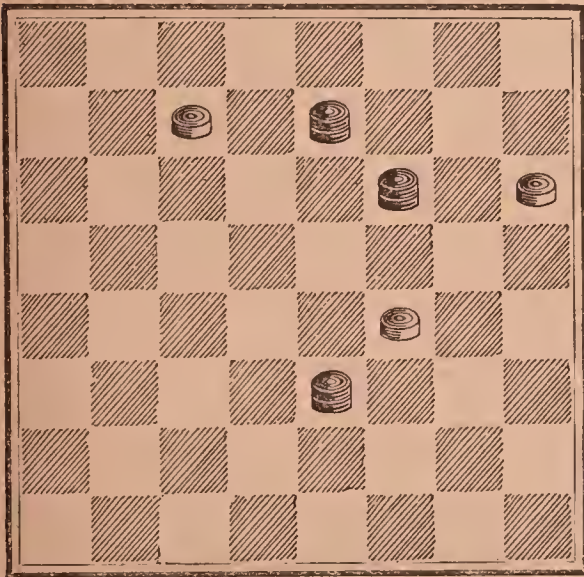
No. 32. White to move and win.
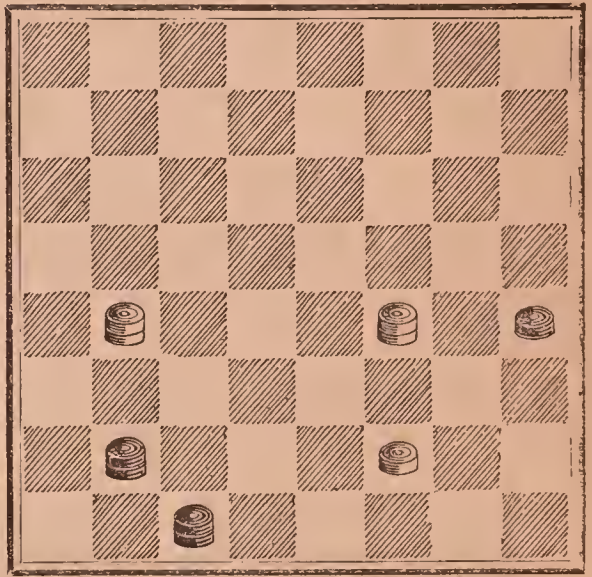
No. 33. Black to move and win.
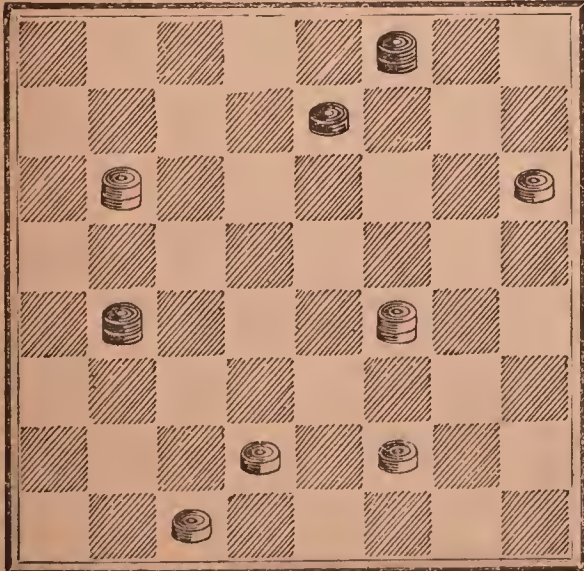
No. 34. White to move and win.
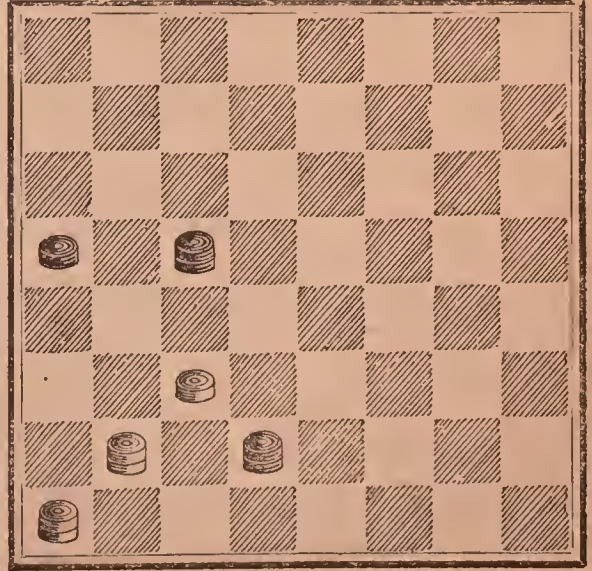
No. 35. White to move and win.
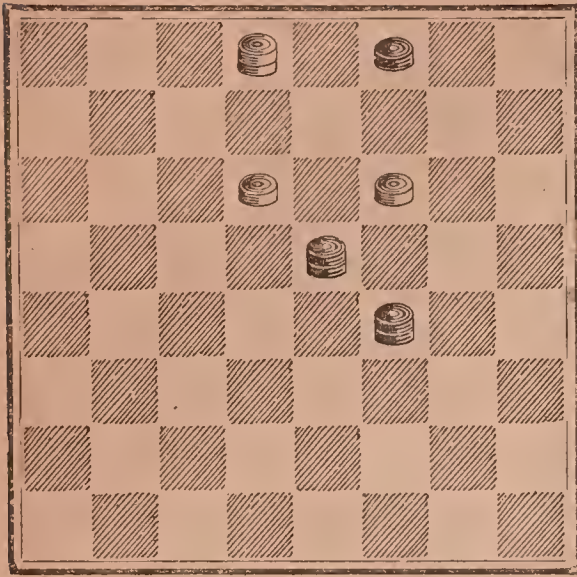
No. 36. Black to move, W. to draw.
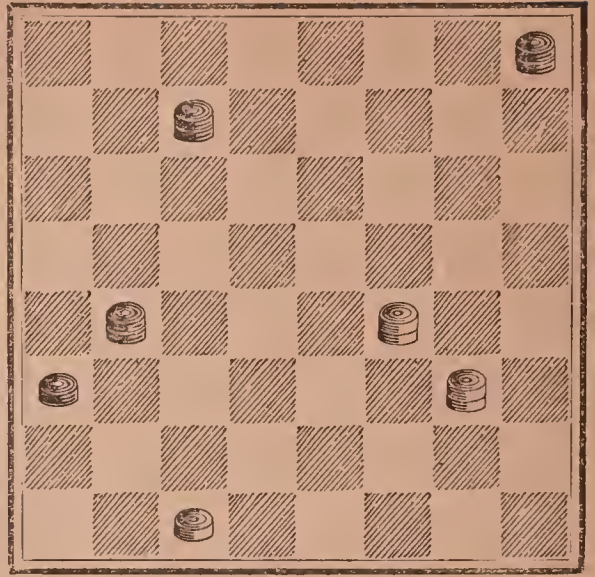
No. 37. White to move and win.
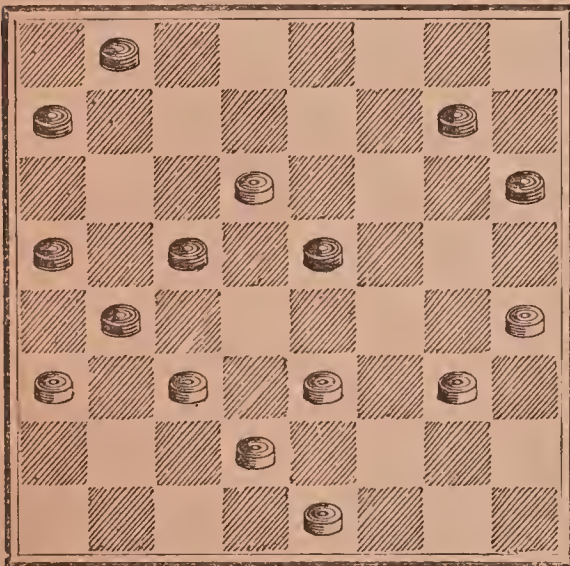
No. 38. White to move and win.
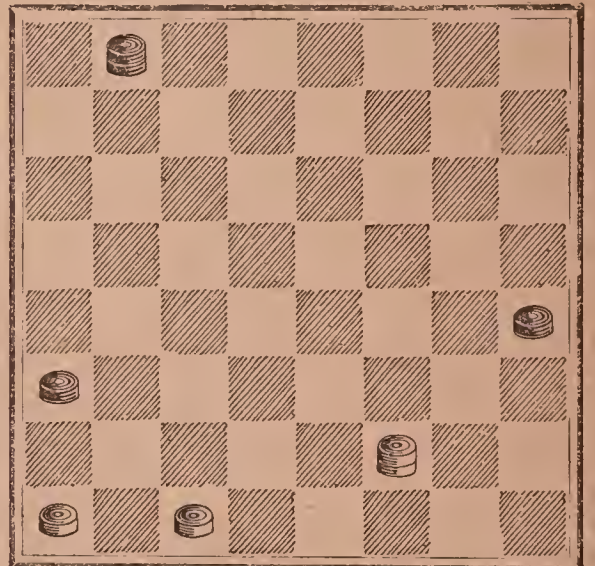
No. 39. White to move and win.*
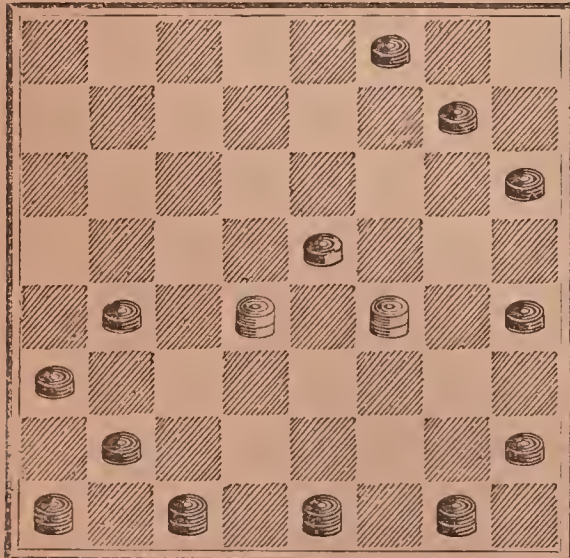
No. 40. Black to move, W. to win.
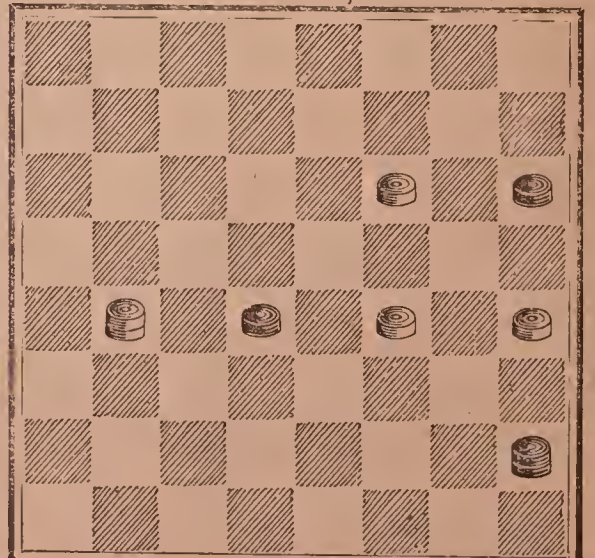
* This position, though it could never occur in play, is not the less curious.

No. 41. Black to move, W. to draw.
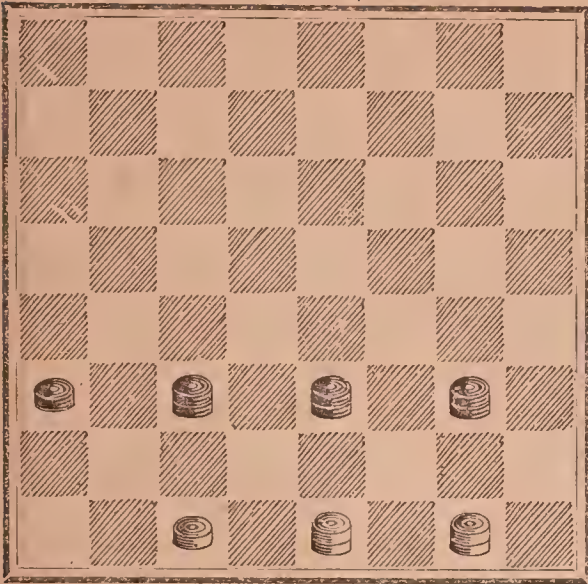
No. 42. White to move, B. wins.*
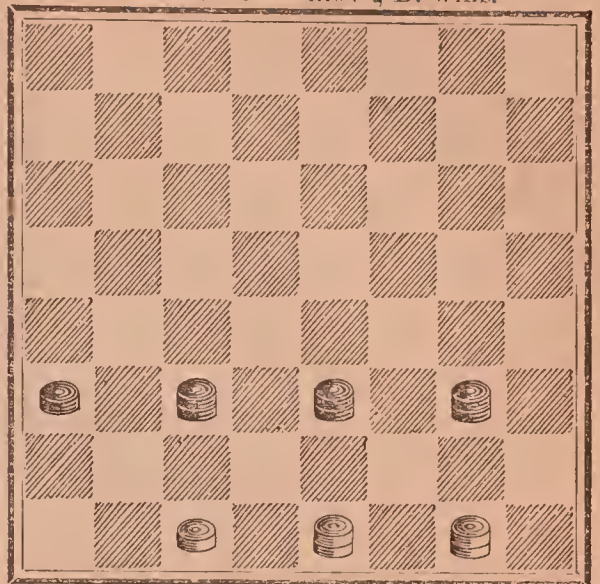
No. 43. White to move and win.
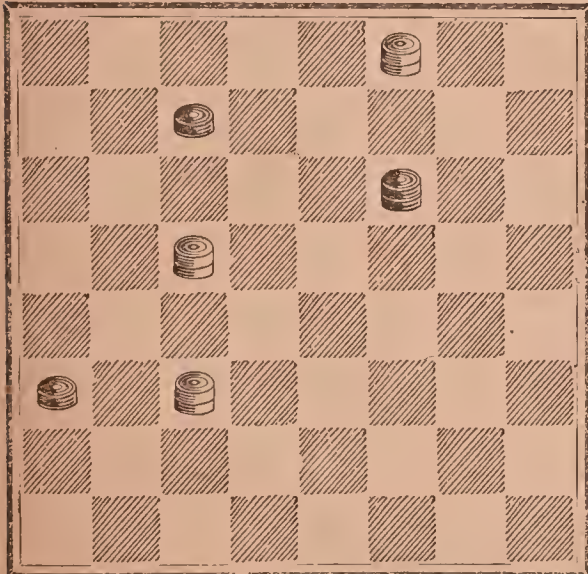
No. 44. Black to move and win.
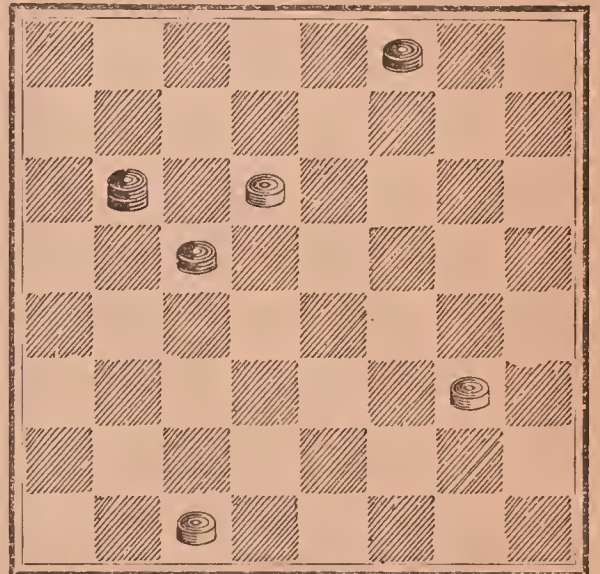
No. 45. White to move and win.
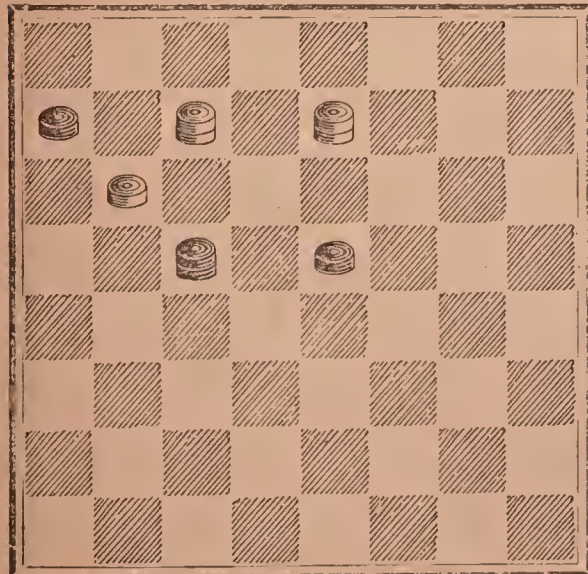
No. 46. White to move and win.
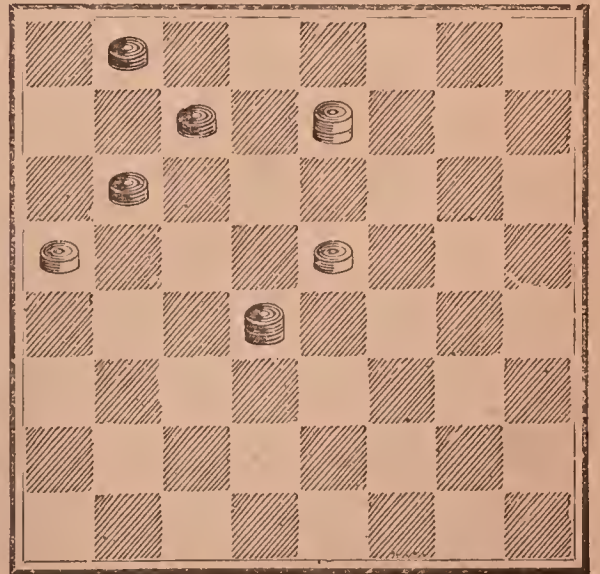
* The same as No. 41, with the difference of the move.

No. 47. White to move and win.
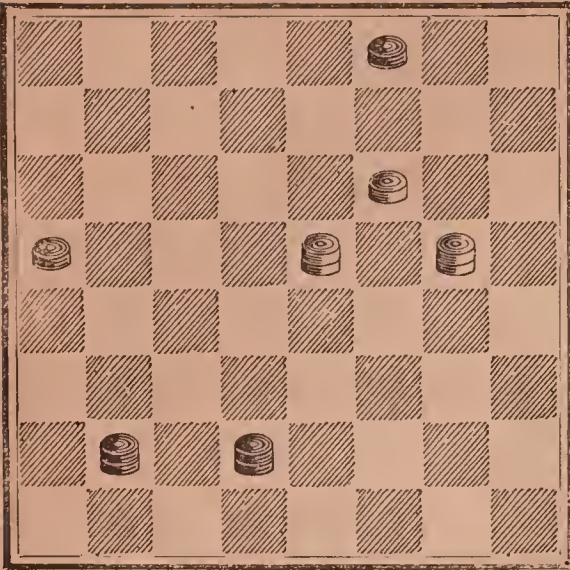
No. 48. White to move and win.
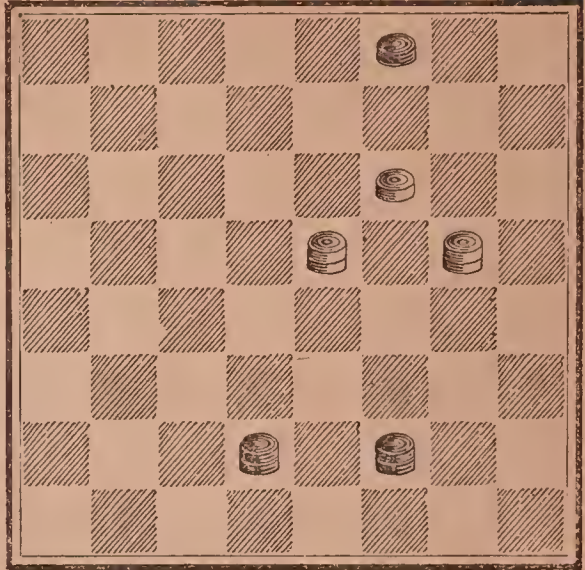
No. 49. White to move and win.
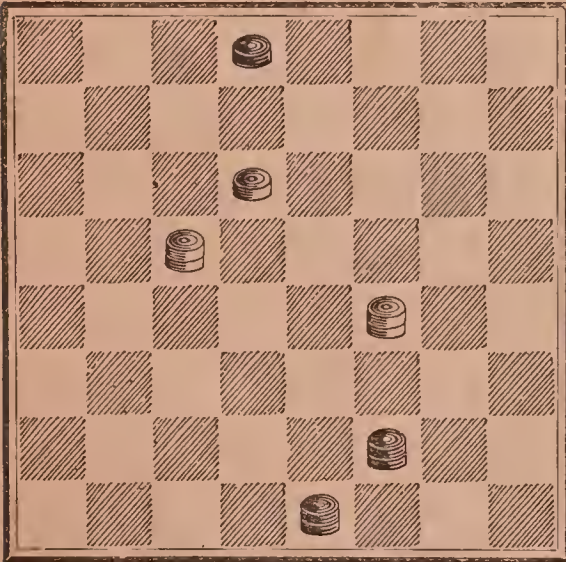
No. 50. Black to move and win.
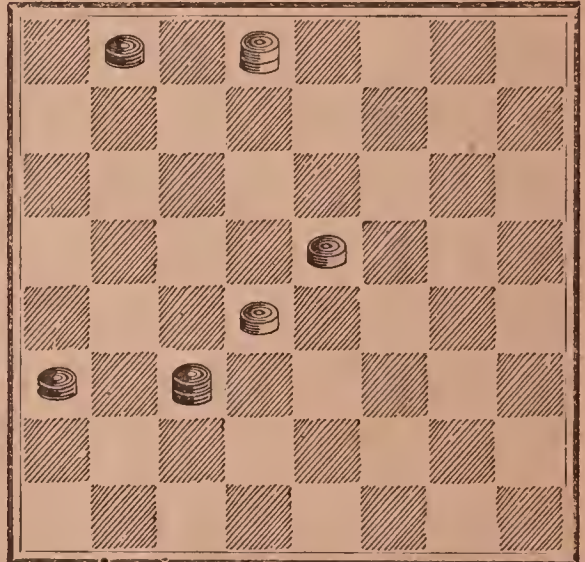
No. 51. White to move and win.
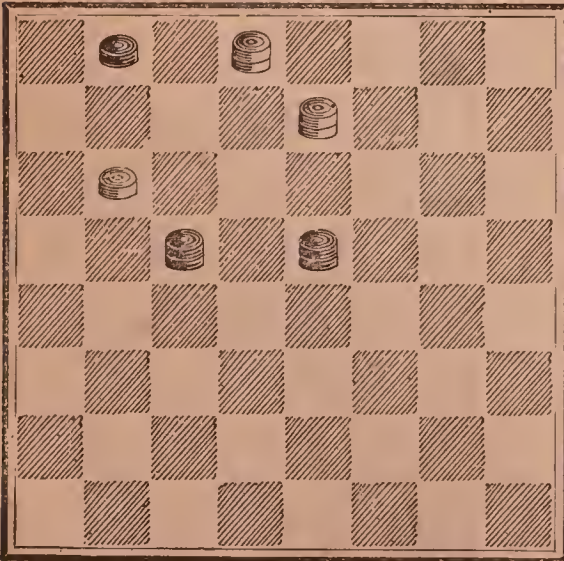
No. 52. White to move and win.
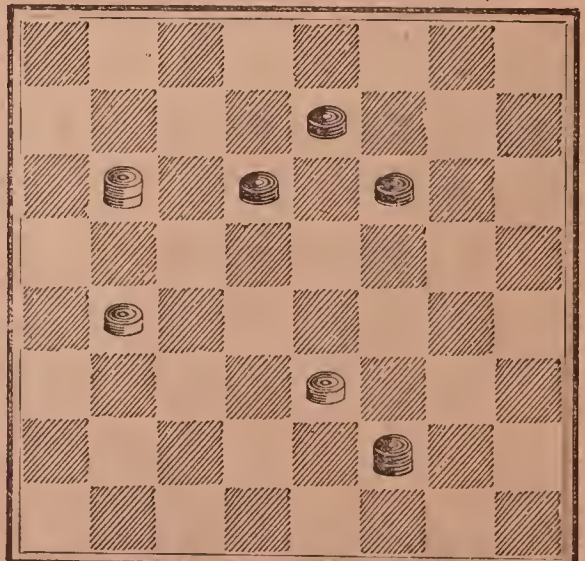
No. 53. White to move and win.
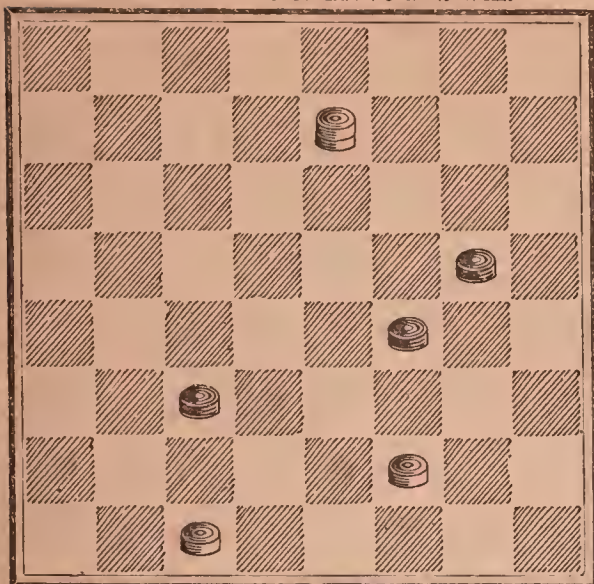
No. 54. White to move and win.
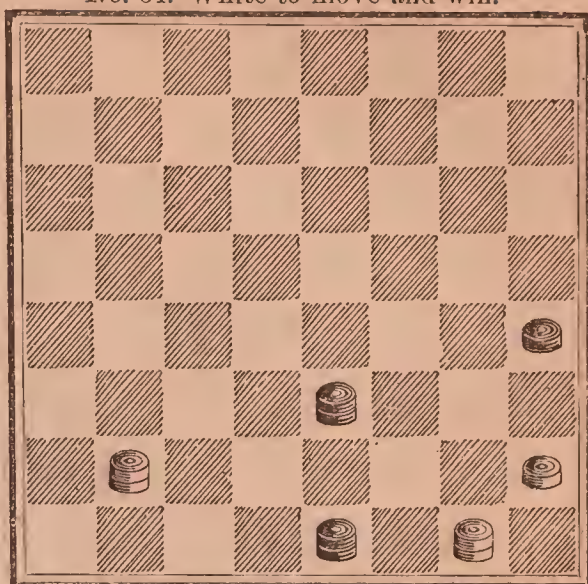
No. 55. White to move and win.
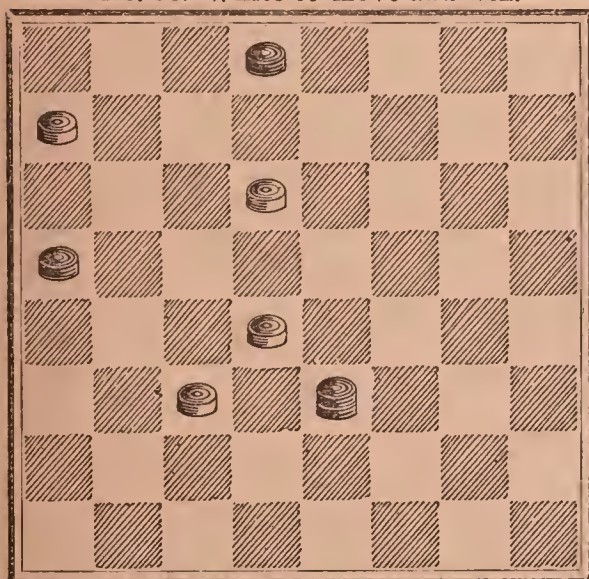
No. 56. White to move and win.
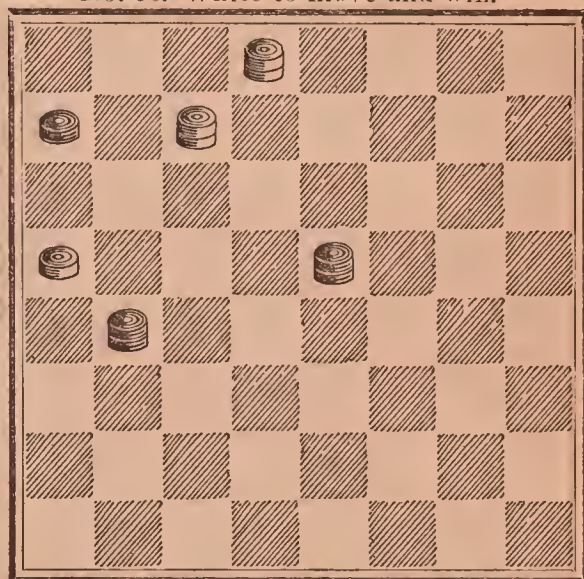
No. 57. Black to move, W. to win.
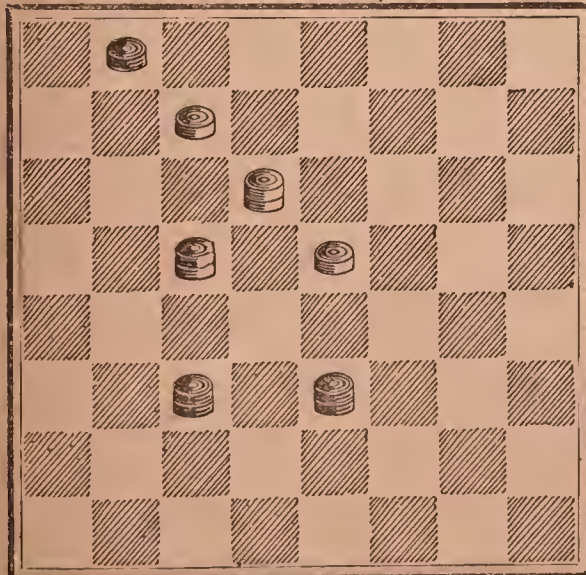
No. 58. White to move and draw.
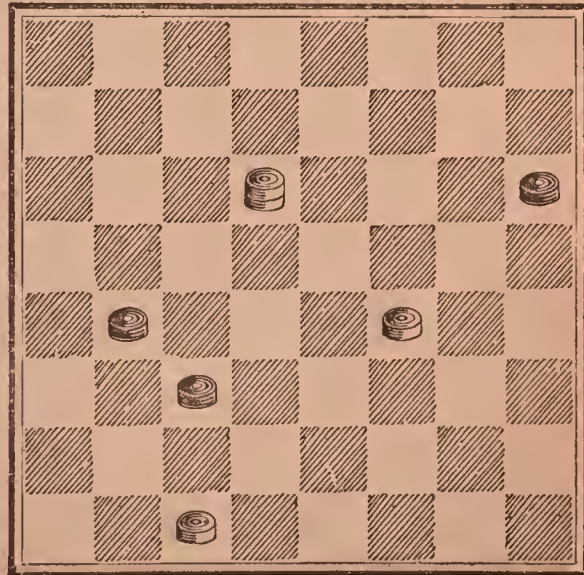
No. 59. White to move and win
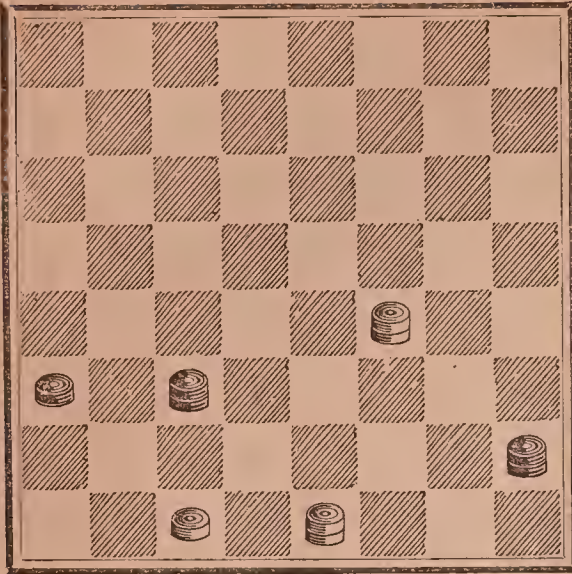
No. 60. White to move and win.
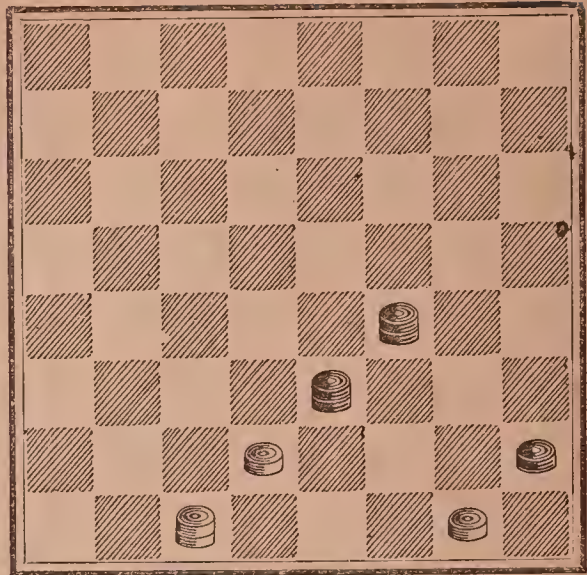
No. 61. White to move and win.
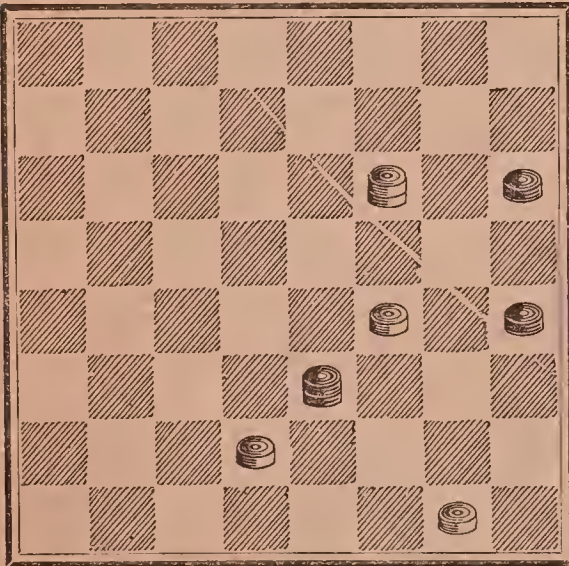
No. 62. White to move, B. wins.
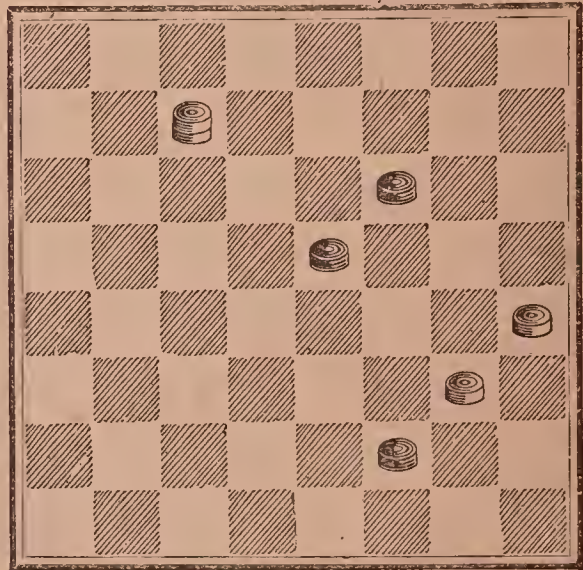
No. 63. White to move and win.
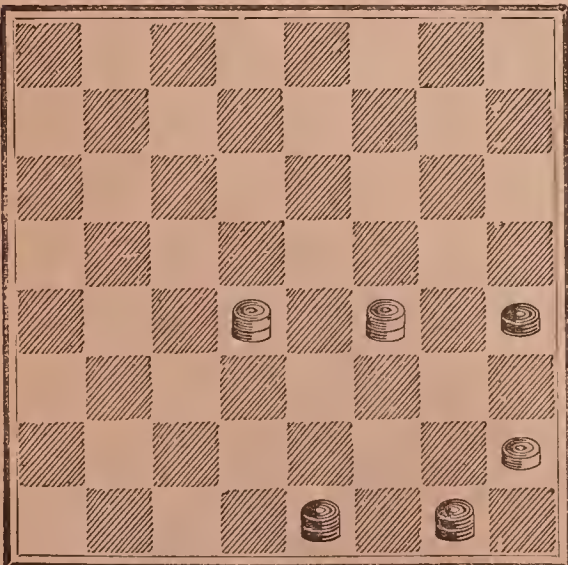
No. 64. White to move and win.
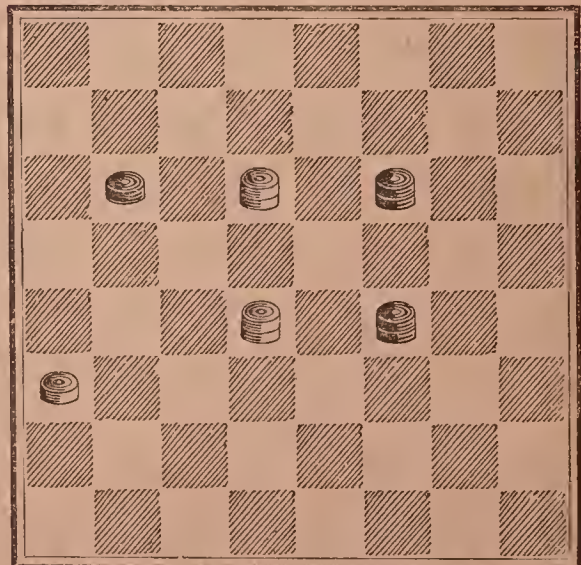
No. 65. White to move and win.
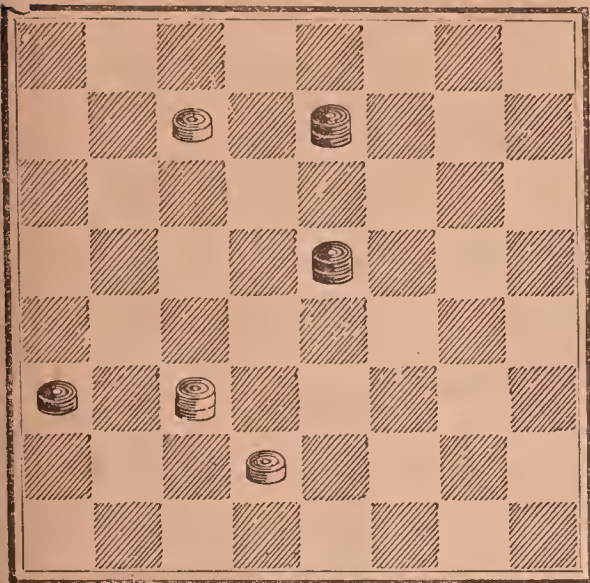
No. 66. White to move and win.
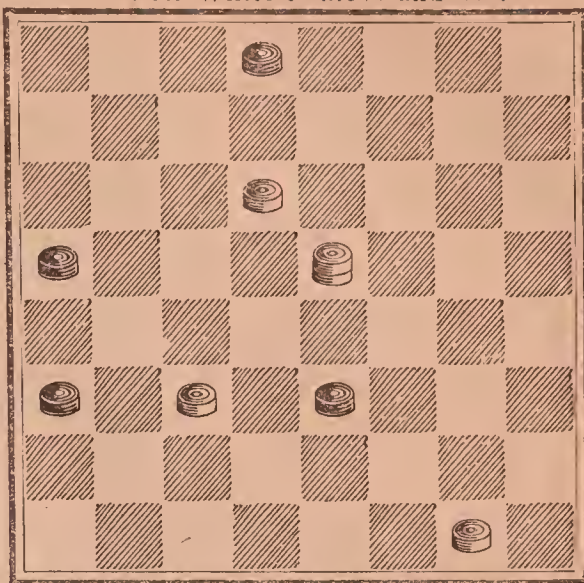
No. 67. White to move and win.
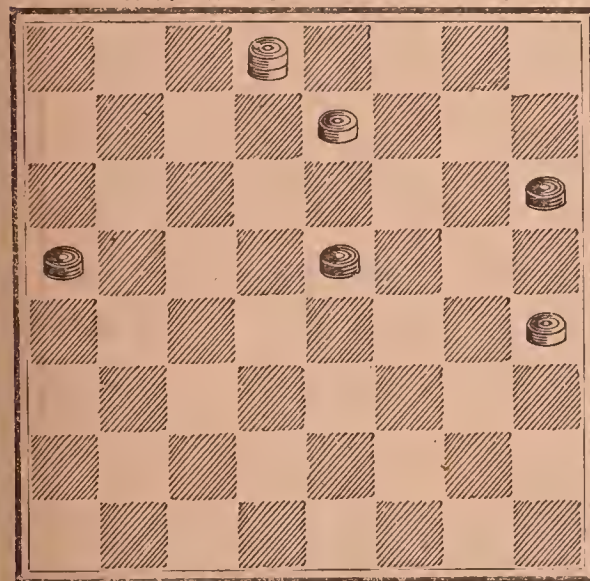
No. 68. Black to move and win.
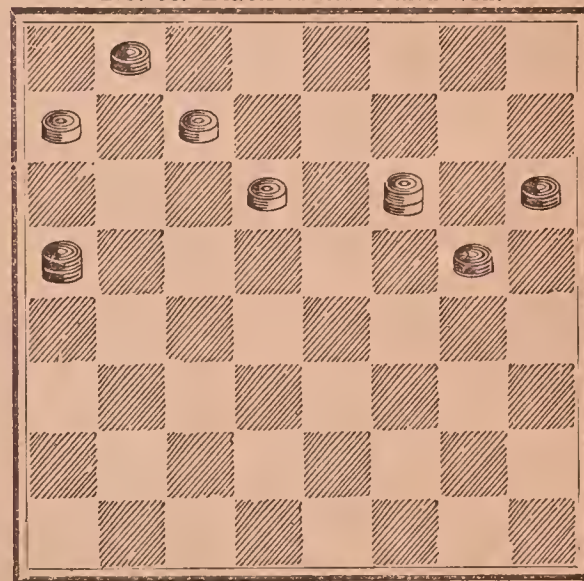
No. 69. White to move and win.
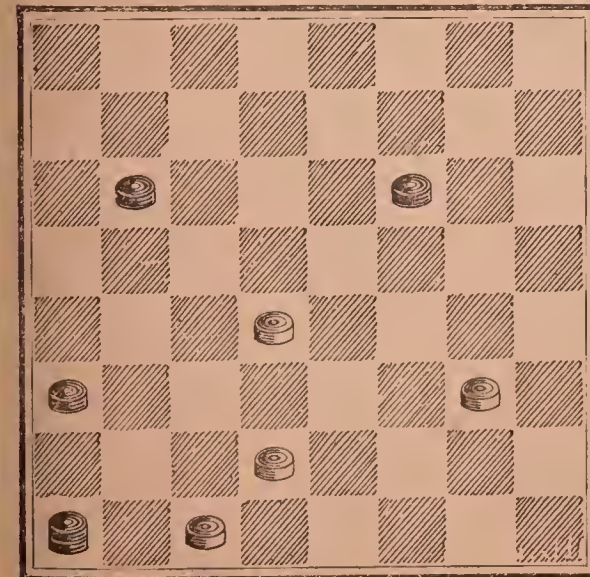
No. 70. White to move and win.
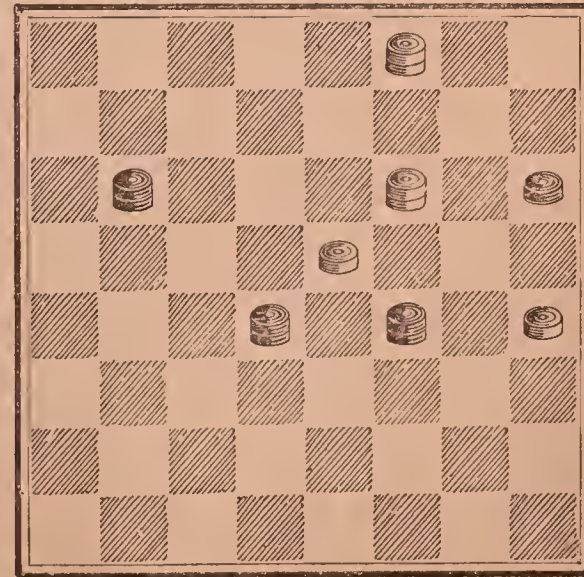
SOLUTIONS OF THE FOREGOING SEVENTY POSITIONS.

NO. 1.

27. 32
28. 24
23. 18
24. 28 A.
18. 15
28. 24
32. 28
24. 27
15. 18
12. 16
28. 32
27. 24
18. 15
24. 28
15. 11
16. 19
32. 27
28. 32
27. 31
19. 23
11. 15
32. 28
15. 19

A.

12. 16
18. 15
16. 20
15. 18
24. 19
32. 28
19. 16
18. 23
16. 11
23. 19
11. 8
28. 32
8. 11
32. 27
11. 8
27. 23
8. 3
23. 18
3. 8
18. 15

NO. 2.

30. 26
27. 23
19. 15
23. 30
15. 19
21. 25
22. 29
30. 26
29. 25
26. 31
25. 22
31. 27
22. 18
27. 32

18. 23
32. 28
23. 27
28. 32
19. 23
32. 28
See No. 1.

NO. 3.

7. 10
9. 13
10. 14
13. 9
14. 10

NO. 4.

27. 23
25. 29
23. 18
29. 25
26. 30

NO. 5.

24. 19
15. 24
30. 26
21. 30
6. 9

NO. 6.

27. 24
18. 15
24. 20
15. 11
20. 24
19. 23
24. 20

NO. 7.

31. 27
22. 18
27. 24
18. 15
24. 27
23. 19
27. 24
19. 16
24. 20
15. 11
20. 24
16. 20
24. 27
11. 15
27. 31
20. 24
32. 27
15. 19
27. 20
28. 32

NO. 8.

32. 27
28. 32
27. 24
19. 28
26. 23

NO. 9.

13. 9
6. 13
15. 6
2. 9
19. 15
7. 11
15. 10
11. 15
28. 24
8. 11
10. 6
15. 18
24. 19

NO. 10.

12. 16
24. 20
15. 10
20. 11
10. 1
11. 7

NO. 11.

26. 23
32. 28
27. 32
28. 24
32. 28
24. 20
23. 19
20. 24
19. 15
24. 27
15. 18
3. 8
18. 15
8. 12
28. 32
27. 24
15. 11
24. 28
32. 27
28. 32
27. 24
32. 28
24. 19
28. 32
11. 15
32. 28
15. 18
28. 32
18. 23
32. 28

23. 27
28. 32
19. 23
32. 28
See No. 1.

NO. 12.

15. 11
3. 8
10. 15
8. 3
15. 19
12. 8

NO. 13.

18. 22
17. 26
27. 31

NO. 14.

26. 22
12. 19
22. 15
19. 23
20. 16
23. 27
25. 21
17. 22
21. 17
27. 32
17. 14
32. 27
15. 11

NO. 15.

13. 17
30. 26
5. 9
12. 8
9. 13
26. 30
17. 22
8. 4
13. 17
4. 8
17. 21
8. 11
22. 25
11. 15
25. 29
15. 18
29. 25
30. 26

NO. 16.

17. 22
18. 25
27. 23

NO. 17.

14. 17
23. 26
15. 10
22. 25
17. 21
25. 22
10. 14
26. 30
14. 17
22. 18

NO. 18.

18. 15
6. 1
14. 9
24. 28
23. 19
1. 5
9. 6
28. 32
19. 24
5. 1
24. 19

NO. 19.

6. 10
19. 23

NO. 20.

7. 10
15. 19
21. 17
9. 14
10. 15

NO. 21.

27. 23
32. 27
23. 18
27. 23
18. 15
23. 19
15. 10
19. 12
10. 6
12. 16

NO. 22.

26. 23
18. 22
23. 18
16. 19
18. 15
22. 26
30. 16
12. 19
13. 9
6. 13
15. 11
13. 17

NO. 23.

15. 19
8. 11
19. 23
11. 15
23. 27

NO. 24.

18. 15
9. 14
26. 22
14. 18
15. 11

NO. 25.

24. 19
16. 23
22. 18

NO. 26.

24. 27
15. 11
27. 23
11. 15
23. 27
15. 19
27. 32

NO. 27

22. 18
15. 22
17. 26
28. 32
27. 24
19. 28
26. 23

NO. 28.

11. 7
3. 10
2. 7

NO. 29.

30. 25
21. 30
8. 11

NO. 30.

32. 27
28. 32
7. 10
32. 23
10. 14

NO. 31

12. 8
11. 4
6. 2

NO. 32.
19. 23
25. 29
17. 21

NO. 33.
3. 8
12. 3
17. 13

NO. 34.
25. 21
26. 17
29. 25

NO. 35.
10. 7
15. 8
2. 6

NO. 36.
4. 8
19. 23
8. 11
24. 28
11. 16
23. 27
6. 10
28. 32
16. 20
32. 28

NO. 37.
10. 6
1. 10
23. 19
8. 11
31. 27
5. 9
27. 23

NO. 38.
29. 25
1. 6
25. 22
6. 9
22. 17
9. 6
17. 14
6. 1
14. 9
1. 5
9. 6
5. 1
6. 2
1. 5
2. 6
5. 1
6. 9
1. 5

9. 14
5. 1
14. 18
1. 5
18. 22
5. 9
30. 26
9. 14
26. 23
14. 9
23. 18
9. 5
18. 14
5. 1
14. 9
1. 5
22. 17
5. 14
17. 10

NO. 39.
18. 22
17. 26
19. 24
20. 27

NO. 40.
28. 24
20. 16
24. 8
17. 14

NO. 41.
24. 28
31. 27
23. 19
27. 31
19. 24
32. 27
24. 20
27. 32
22. 18
31. 27

NO. 42.
32. 28
24. 20
28. 32
22. 18
31. 27
23. 19
27. 31
19. 24
32. 27
24. 28
27. 32
18. 22
31. 27
22. 26
30. 23
28. 24

NO. 43.
22. 17
21. 25
17. 13
25. 30
14. 9
6. 10
3. 7
11. 2
9. 6

NO. 44.
14. 18
30. 26 A.
9. 14
10. 6
3. 8
24. 20
8. 11
6. 1
11. 15
1. 6
15. 19
20. 16
18. 23
26. 22
23. 26
16. 11
26. 30
11. 7
30. 26

A.
24. 19
18. 23
19. 16
9. 14
10. 6
23. 27
6. 1
14. 10
30. 25
27. 31
25. 21
31. 26
16. 12 B.
10. 14
1. 5
26. 23
5. 1
23. 19
1. 6
19. 15
6. 2
15. 11
2. 6
3. 7
6. 10
14. 18
10. 3
18. 14

B.
21. 17
26. 23
17. 13
10. 14
1. 5
23. 19
16. 12
19. 15
5. 1
15. 10
1. 5
10. 6

NO. 45.
7. 10
14. 7
6. 2

NO. 46.
15. 10

NO. 47.
11. 7

NO. 48.
11. 8

NO. 49.
10. 7
2. 11
19. 15

NO. 50.
21. 25
2. 7
25. 30
7. 11
30. 26
18. 14
26. 23
14. 10
22. 18

NO. 51.
9. 6
1. 10
2. 6

NO. 52.
17. 14
10. 17
9. 13

NO. 53.
30. 26
22. 31
7. 11

NO. 54.
28. 24
20. 27
25. 22

NO. 55.
10. 6
23. 14
5. 1
2. 9
1. 5

NO. 56.
13. 9
5. 14
6. 10

NO. 57.
22 18
14. 17
18. 11
10. 14

NO. 58.
10. 15
17. 21
19. 16
12. 19
15. 24
22. 25
24. 19

NO. 59.
30. 26
22. 18
19. 24
28. 19
26. 25

NO. 60.
32. 27
23. 32
26. 23

NO. 61.
11. 15
23. 30
32. 27

NO. 62.
6. 10
27. 32
10. 19
32. 28

NO. 63.
19. 24
20. 27
18. 22

NO. 64.
21. 17
9. 13
10. 15
19. 10
18. 14
13. 22
14. 16

NO. 65.
22. 25
21. 30
6. 2

NO. 66.
22. 18
13. 17
10. 6
2. 9
18. 14

NO. 67.
2. 6
15. 18
6. 10
18. 22
10. 14
22. 25
7. 2
25. 29
2. 7
29. 25
7. 10
25. 21
10. 15
13. 17
15. 19
17. 22
19. 23

NO. 68.
13. 9
11. 20
9. 2
20. 24
12. 16
24. 28
16. 19
28. 32
19. 24

NO. 69.
18. 14
9. 18
26. 22
18. 25
24. 19

NO. 70
20. 16
19. 10
11. 7

TWELVE ORIGINAL CRITICAL POSITIONS, BY R. MARTIN.

No. 1. White to move and win.
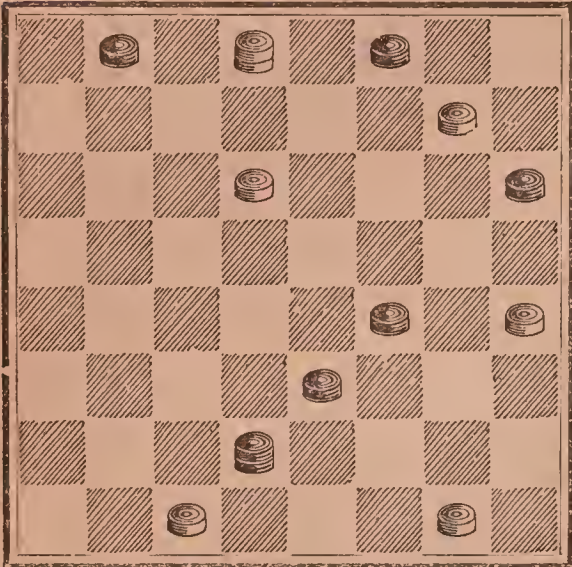
No. 2. White to move and win.
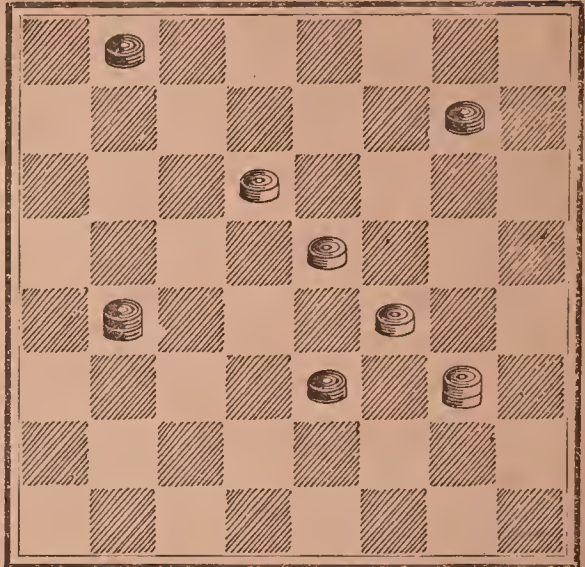
No. 3. White to move and win.
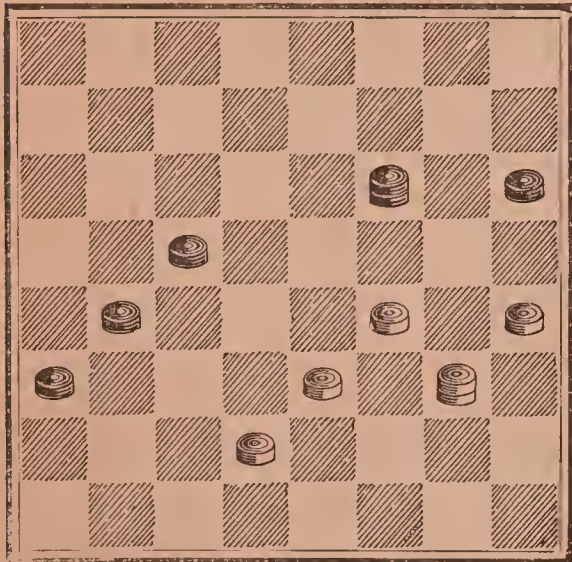
No. 4. Black to move and win.
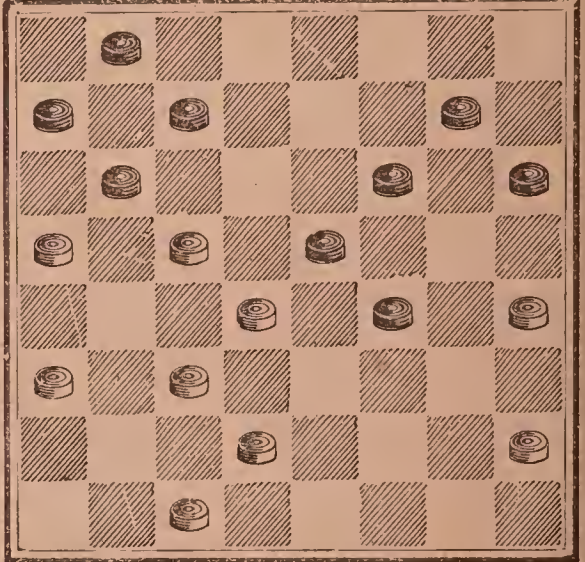
No. 5. White to move and win.
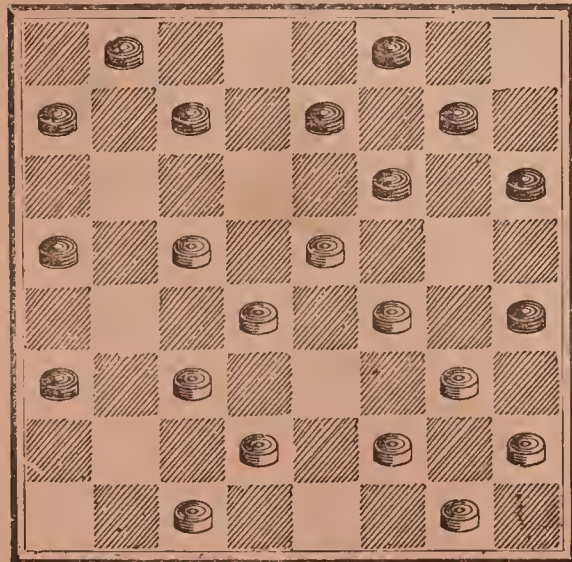
No. 6. Black to move and draw.
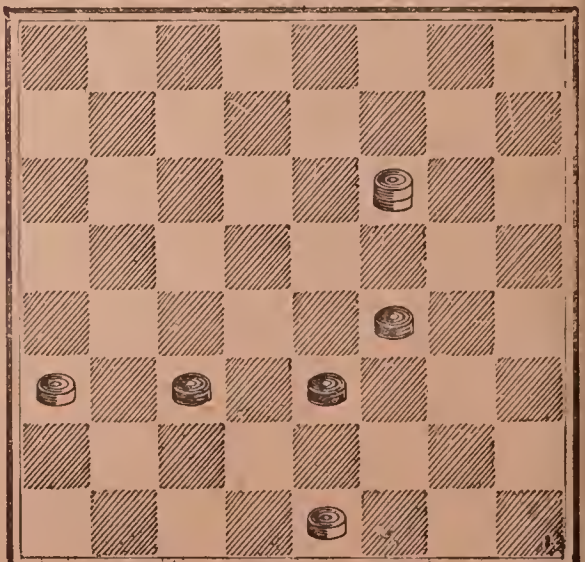
No. 7. Black to move and win.
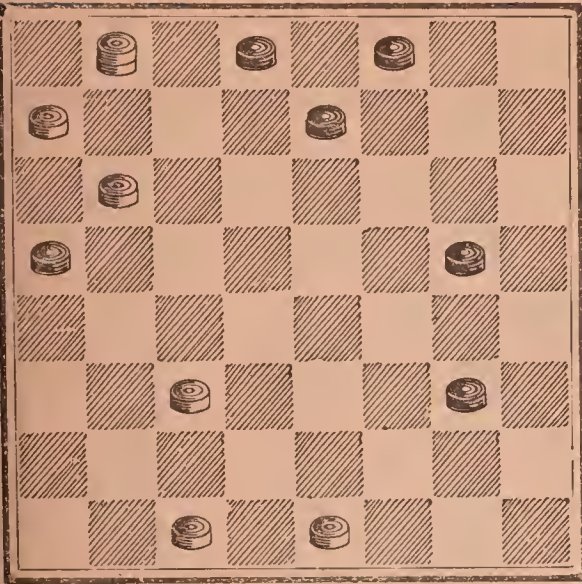
No. 8. Black to move and win.
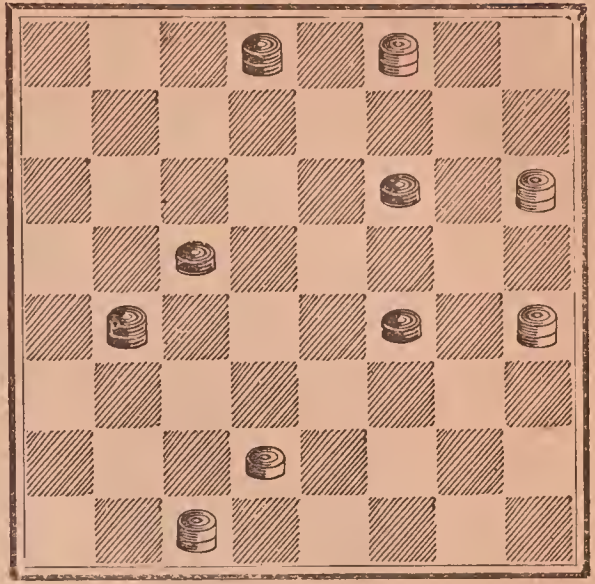
No. 9. White to move and win.
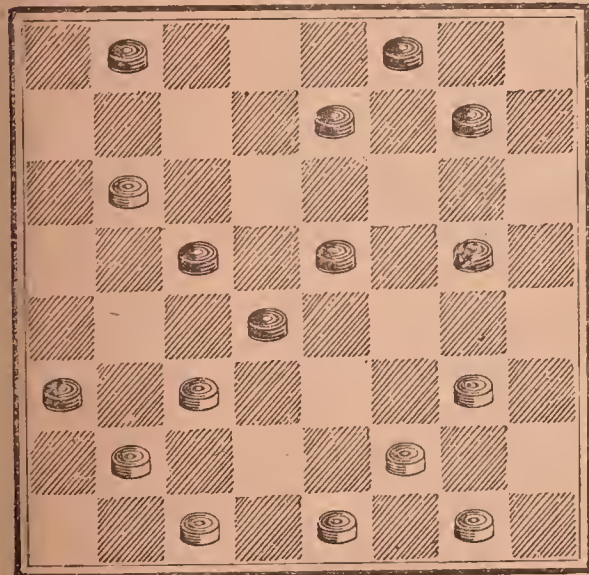
No. 10. White to move and win.
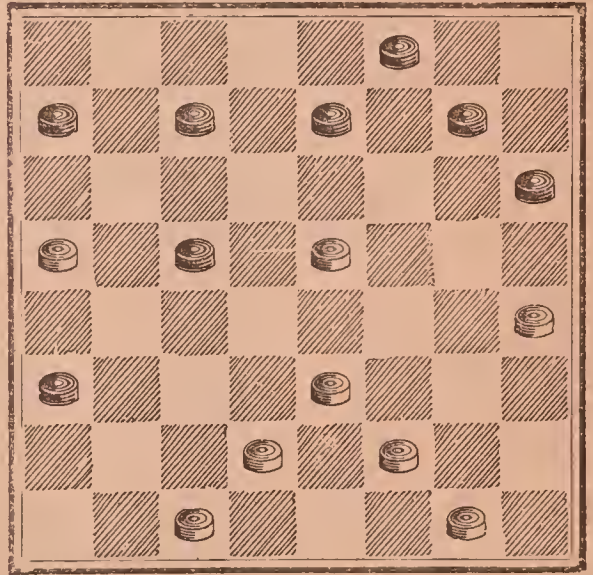
No. 11. Black to move and win

No. 12. White to move and win.
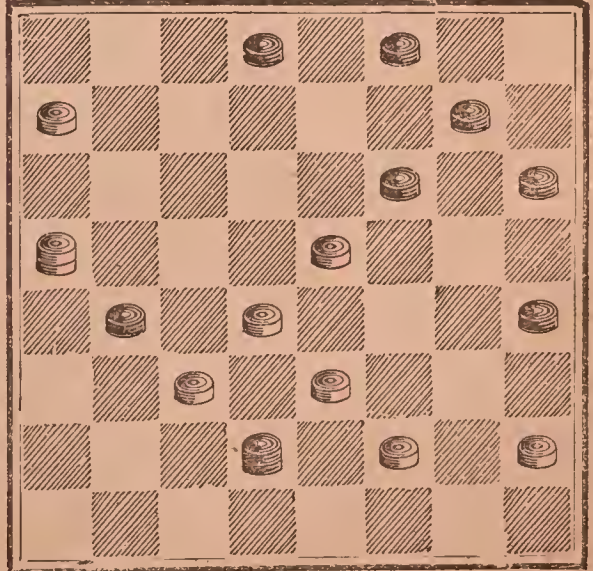
SOLUTIONS OF MR. MARTIN'S TWELVE CRITICAL POSITIONS.

NO. 1.

10. 6
1. 10
32. 27
23. 32
30. 16
12. 19
2. 6
W. wins.

NO. 2.

15. 11
8. 15
24. 20
15. 24
20. 18
17. 21
18. 22
1. 5
10. 6
5. 9
6. 1
9. 13
1. 6
21. 17
22. 18
17. 21
6. 10
13. 17
18. 23
17. 22
10. 14
22. 25
23. 26
25. 29
26. 30
W. wins.

NO. 3.

26. 22

17. 26
19. 15
11. 27
24. 22
W. wins.

NO. 4.

19. 23
26. 10
6. 15
13. 6
1. 26
30. 23
15. 22
B. wins.

NO. 5.

19. 16
12. 19
15. 10
6. 15
14. 10
7. 23
27. 18
20. 27
32. 7
3. 10
18. 4
W. wins.

NO. 6.

19. 24
11. 15
24. 28
15. 18
22. 26
31. 22
28. 32
18. 27
32. 23
Draw.

NO. 7.

24. 27
31. 24
13. 17
22. 13
16. 19
24. 15
7. 10
15. 6
B. wins.

NO. 8.

2. 7
3. 10
19. 24
20. 27
11. 16
12. 19
17. 13
10. 17
13. 15
B. wins.

NO. 9.

9. 6
1. 10
30. 26
21. 30
24. 20
30. 23
20. 4
18. 25
27. 2
W. wins.

NO. 10.

15. 11
8. 15

30. 25
21. 30
20. 16
12. 19
23. 16
30. 23
27. 2
W. wins.

NO. 11.

8. 12
16. 11
7. 16
20. 11
10. 15
11. 8
15. 19
23. 16
12. 19
8. 4
19. 24
B. wins.

NO. 12.

15. 10
26. 19
5. 1
17. 26
27. 24
20. 27
10. 7
3. 10
18. 15
11. 18
1. 6
2. 9
13. 15
W. wins.

POLISH DRAUGHTS.

THIS variety is played with a table divided into one hundred squares, fifty of each color, and with forty counters (called indifferently either pieces, pawns, or men), one-half black and the other white, each player having twenty of one color. (In Germany, however, Polish Draughts is now frequently played on the ordinary board, with the usual complement of twenty-four pieces.) The counters are moved forward, as in the English game, and upon the same system, namely, obliquely, from square to square; but in taking, they move in the Polish game either backwards or forwards. The King,* too, has the privilege of passing over several squares, and even the whole length of the diagonal, when the passage is free, at one move, which vastly adds to the amount of combinations.

It is usual both in France and England to arrange the counters on the white squares; but they may by consent be placed on the black. The color adopted is a matter of indifference, excepting that

---

* In the Polish game, almost the only one played on the Continent, the crowned piece is called a Queen, instead of King. Indeed, the common name for Draughts is Damen (women); it follows therefore naturally that the principal piece should be a Queen.

16

the black pieces are not seen quite so well on their own color as the white on theirs.

The table is so placed, that each of the players has a double corner of the color played on, to his right, viz., the squares numbered 45 and 50. The board, in first placing the pieces, is divided into two portions: that occupied by the black counters, comprising the twenty squares, from 1 to 20, and that occupied by the white, comprising those numbered from 31 to 50, leaving between them two rows of squares unoccupied, upon which the first moves take place.

The laws which regulate the English game are with a few additions equally applicable to the Polish. We have therefore merely to give the directions for playing, and the two or three additional rules which belong peculiarly to this variety.

The march of the Pawn, as already observed, is the same as in the English game, with this addition, that where there are pieces *en prise* (but not else) the taking Pawn may move backwards. Thus, White having a pawn at 25, and Black unsupported Pawns at 20, 9, 8, 17, 27, 38 and 39, White having the move would take them all, and finish at square 34. It will be observed that in this *coup* White passes a crowning square at 3, but he does not therefore become entitled to be made a King, nor has he the option of stopping *en route*, but must go on to the termination of his move at 34 or be huffed.

The piece which captures, whether Pawn or King, cannot in the course of one *coup* repass any covered square which it has leaped over, but must halt behind that piece which, but for this restriction, would be *en prise*. For example, suppose *White* to have a Pawn upon 22, 32, 33, and 37, with a King at 43, and *Black* a Pawn at 3, 4, 9, and 19, with Kings at 10 and 13. The black King at 13 takes the four Pawns, 22, 37, 43, and 33, and must stop at 28, which he would have to touch in preparing to take 32, but is prohibited from going to square 37 in consequence of having passed over it before. A square which is vacant may be passed or repassed several times in the course of one *coup*, provided no piece is passed over a second time. It is the intricacy of such moves which renders the rule imperative that the pieces taken be not removed till the capturing Pawn is at its destination or "en repos." The White Pawn at 32, then takes the Black Pawn jeopardized at 28, as well as the pieces at 19 and 10, making a King.

As regards huffing at this game, the player is bound to take the

greatest number of pieces where he has the choice, notwithstanding the smaller number may be most to his advantage, and failing to do so he may be huffed or compelled to take at the option of his adversary. Thus if on the one hand there are three Pawns *en prise*, and on the other two Kings, you are compelled to take the Pawns, but were there only two Pawns instead of three, you must take the Kings, as being of greatest value. When pieces, at the option of taking, are numerically and intrinsically the same, you may take which you please. The rule resolves itself into this, that you are controlled, by numerical value, excepting when the numbers are equal, and then by the actual value of the pieces.

Kings are made in the same manner as in the English game. It has already been said that you cannot claim to have your Pawn crowned if it touches a King's square merely in its passage over it *en coup*. Good players, when they cannot prevent the adversary from reaching a King's square, commonly endeavor to lead him out again by placing a man or two in take, so as to disentitle him from being crowned. Indeed, it is sometimes good play to sacrifice three men, either for the object of gaining or capturing a King, especially towards the end of the game, when he is of the greatest importance, much greater in proportion than at the English game.

The movement of the King is the great feature in this game, and in *coup* he may accomplish more angles on the draught-board than a billiard-ball can be made to perform, even in the hands of a Phelan. He has the privilege of traversing the board from one extremity to the other (if the line be unoccupied) or of halting on any of the intermediate squares, like the Bishop at Chess. Thus, if he stand at 28, he may move anywhere on the line between 5 and 46, or between 6 and 50, but he can only move on one line at a time, unless there are pieces *en prise*, and then he may move diagonally all over the board, in which respect he has an advantage over the Bishop at Chess. For example, place isolated black Pawns or Kings at 37, 17, 20, 30, 40, and a white King at 48. He will take all the pieces, by touching at the following squares, viz., 26, 3, 25, 34, and 45, where he rests, which squares, it will be perceived, though not close to the pieces, are within the angles. Indeed, it is possible so to place the pieces that a single King might capture a dozen in rotation. The following example is a case in which 19 may be taken at one *coup*. Place a white King at 45, and he may take all the intervening pieces, by touching at the following squares, viz.,

29, 18, 4, 15, 29, 38, 27, 18, 7, 16, 27, 36, 47, 28, 49, 35, 24, 13, and 2 where he rests. The player who may wish to try this experiment, will have to place the pieces on squares, 8, 9, 10, 11, 12, 19, 20, 21, 22, 23, 30, 31, 32, 33, 34, 41, 42, 43, 44.

Between equal and skilful players the game would of necessity be "drawn" in many positions, when the uninitiated would lose; it is difficult, therefore, to define what are drawn games, but one or two of the simplest may be instanced. Suppose that at the end of the game one party, say White, has a King on the great central line, between Nos. 5 and 46, and Black has two or even three Kings, the game is drawn, as White cannot be driven from his hold, or captured, if he play correctly, and takes care to keep on the other side of a trap; thus, if he finds white preparing to get his pieces at 37, 38 and 49, he must be between 5 and 28, and *vice versâ*, that is, always on the adversary's unfortified or weak side. But when the single King does not occupy the central line, there are many ways of winning, especially against an inferior player; but as these cannot be forced, the game must be considered drawn after 15 moves, and this rule holds good, although the stronger party may have given odds. Should the odds, however, consist in ceding the draw as a game won, then twenty moves may be claimed by the party giving such odds.

When, at the conclusion of a game, a player, who has only one King, offers to his adversary, who has a King and two men, or two Kings and a man, to crown his two men, or the man, for the purpose of counting the limited moves, the latter is obliged to accept the offer, otherwise the former can leave the game as a draw.

When one party at the end of a game has a King and a man against three Kings, the best way is to sacrifice the man as soon as possible, because the game is more easily defended with the King alone.

In Polish Draughts, especially, it is by exchanges that good players parry strokes and prepare them; if the game is embarrassed, they open it by giving man for man, or two for two; if a dangerous stroke is in preparation they avoid it by exchanging man for man; if it is requisite to strengthen the weak side of your game, it may be managed by exchanging; if you wish to acquire the move, or an advantageous position, a well managed exchange will produce it; finally, it is by exchanges that one man frequently keeps many confined, and that the game is eventually won.

When two men of one color are so placed that there is an empty square behind each and a vacant square between them, where his adversary can place himself, it is called a *lunette*, and this is much more likely to occur in the Polish than the English game. In this position one of the men must necessarily be taken, because they cannot both be played, nor escape at the same time. The lunette frequently offers several men to be taken on both sides. As it is most frequently a snare laid by a skilful player, it must be regarded with suspicion; for it is not to be supposed that the adversary, if he be a practised player, would expose himself to lose one or more men for nothing. Therefore, before entering the lunette, look at your adversary's position, and then calculate what you yourself would do in a similar game.

Towards the end of a game, when there are but few Pawns left on the board, concentrate them as soon as possible. At that period of the game the slightest error is fatal.

The King is so powerful a piece that one, two, or three Pawns may be advantageously sacrificed to obtain him; but, in doing so, it is necessary to note the future prospects of his reign. Be certain that he will be in safety, and occupy a position that may enable him to retake an equivalent for the Pawns sacrificed, without danger to himself. An expert player will endeavor to snare the King as soon as he is made, by placing a Pawn in his way, so as to cause his being retaken.

GAME I.

WHITE.	BLACK.	WHITE.	BLACK.
32 to 28	20 to 25	44 to 39	25 to 34
37 to 32	14 to 20		(taking 30)
41 to 37	10 to 14	40 to 20	14 to 25
31 to 27	17 to 21	(tak. 34 & 24)	(taking 20)
37 to 31	21 to 26	35 to 30	25 to 34
42 to 37	4 to 10		(taking 30)
47 to 42	20 to 24	39 to 30	18 to 23
28 to 22	14 to 20	(taking 34)	
33 to 28	10 to 14	45 to 40	15 to 20
34 to 30	25 to 34	40 to 35	12 to 18
	(taking 30)	43 to 39	7 to 12
39 to 30	20 to 25	39 to 33	20 to 24
(taking 34)		49 to 43	5 to 10

WHITE.	BLACK.	WHITE.	BLACK.
50 to 45	10 to 15	31 to 27	12 to 18
45 to 40	15 to 20	41 to 36	11 to 17
30 to 25	2 to 7	27 to 22	18 to 27
25 to 14	9 to 20		(taking 22)
(taking 20)	(taking 14)	37 to 32	28 to 37
40 to 34	20 to 25		(taking 32)
33 to 29	24 to 33	42 to 11	6 to 17
	(taking 29)	(taking 37, 27,	(taking 11)
28 to 39	12 to 17	& 17)	
(taking 33)		38 to 33	17 to 22
46 to 41	17 to 28	43 to 39	34 to 43
	(taking 22)		(taking 39)
34 to 29	23 to 34	48 to 39	16 to 21
	(taking 29)	(taking 43)	
32 to 14	8 to 12	39 to 34	21 to 27
(tak. 28 & 19)		34 to 29	13 to 18
39 to 30	25 to 34	29 to 24	27 to 31
(taking 34)	(taking 30)	36 to 27	22 to 31
27 to 22	18 to 27	(taking 31)	(taking 27)
	(taking 22)	24 to 20	31 to 37
31 to 22	3 to 9	20 to 14	37 to 41
(taking 27)		14 to 9	41 to 47
14 to 3	12 to 17		(a King)
(crn'd, tak. 9)		9 to 4	47 to 24
3 to 21	26 to 28	(a King)	(taking 33)
(taking 17)	(tak. 21 & 22)	4 to 36	
36 to 31	7 to 12	(taking 18)	

Drawn, each player remaining with a King and Pawn.

GAME II.

*⁂ *The variations are given as notes at the foot of the page.*

WHITE.	BLACK.	WHITE.	BLACK.
34 to 30	20 to 25	39 to 33	15 to 20
40 to 34	14 to 20	44 to 39	18 to 23
45 to 40	10 to 14	49 to 44	12 to 18
50 to 45	5 to 10	31 to 27	7 to 12
33 to 28	20 to 24	37 to 31	2 to 7

WHITE.	BLACK.	WHITE.	BLACK.
41 to 37	10 to 15	38 to 29	11 to 17
47 to 41	4 to 10	(taking 33)	
31 to 26	24 to 29 (a)	37 to 31	7 to 11
33 to 24	20 to 29	42 to 37	17 to 21
(taking 29)	(taking 24)	26 to 17	11 to 22
39 to 33	17 to 22 (b)	(taking 21)	(taking 17)
33 to 24	22 to 33	43 to 38	14 to 20 (c)
(taking 29)	(taking 28)	31 to 26	22 to 33
			(tak. 27, 37, & 38)

(a) Here Black in playing from 24 to 29 commits a false move, which causes the loss of a pawn. It might have been avoided by playing

	17 to 21	36 to 27
26 to 17	11 to 31	(taking 31)
(taking 21.)	(taking 17 & 27)	

This would have caused a mutual exchange of two pieces.

(b) The pawn at 29 is necessarily lost, as the sequel of the game will show, and if to save it Black had played 14 to 20, he would have lost a *coup*, thus:

	14 to 20	31 to 22	17 to 28
33 to 24	20 to 29	(taking 27)	(taking 22)
(taking 29)	(taking 24)	38 to 27	
27 to 22	18 to 27	(taking 32)	It is immaterial
	(taking 22)	5 to 32	how these moves
32 to 21	16 to 27	(taking 28)	are played.
(taking 27)	(taking 21)	40 to 29	
37 to 31	23 to 32	(taking 34)	
	(taking 28)	White having gained	
34 to 5	25 to 34	a King and three	
(tak. 29, 19, & 10, & crn'd)	(taking 30)	Pawns.	

(c) Black, in playing 14 to 20, makes a false move, which causes him to lose the game, through a skilful *coup*, and he would not the less have lost, if White, in lieu of making the *coup*, had played as follows:

48 to 42	10 to 14	24 to 4	8 to 13
31 to 26	22 to 31	(taking 19 & 9,	
	(taking 27)	& crowned)	
36 to 27	12 to 17	4 to 18	22 to 13
(taking 31)		(taking 13)	(taking the King.)
44 to 39	6 to 11	32 to 21	26 to 17
39 to 33	1 to 6	(taking 27)	(taking 21)
26 to 21	17 to 26	30 to 24	14 to 20
	(taking 21)	37 to 32	20 to 29
27 to 22	18 to 27		(taking 24)
	(taking 22)	34 to 23	3 to 9
29 to 18	20 to 29	(taking 29)	
(taking 23)	(taking 24)	35 to 30	25 to 34
33 to 24	13 to 22		(taking 30)
(taking 29)	(taking 18)		

WHITE.	BLACK.	WHITE.	BLACK.
29 to 38	20 to 29	34 to 5	25 to 34
(taking 33)	(taking 24)	(a King, taking	(taking 30)
32 to 28	23 to 43	29, 19, & 10)	
	(tak. 28 & 38)	48 to 30	Lost.
		(tak. 43 & 44)	

We nevertheless continue the game to its conclusion, that nothing may be omitted which the learner could desire.

WHITE.	BLACK.	WHITE.	BLACK.
	12 to 17	35 to 30	3 to 9
5 to 37	9 to 14	40 to 35	1 to 7
37 to 5	18 to 23	44 to 39	7 to 12
(taking 14)		39 to 33	12 to 18
5 to 11	6 to 17	41 to 37	21 to 27
(tak. 23 & 17)	(tak. the King)	36 to 31	27 to 36
30 to 24	16 to 21		(taking 31)

40 to 29	9 to 14	Or 19 to 13	15 to 20
(taking 34)		3 to 15	49 to 35
29 to 24	16 to 21	(taking 20)	
38 to 33	17 to 22	Immaterial where	35 takes 2
42 to 38	22 to 27		Drawn.
33 to 28	21 to 26	Or 30 to 24	49 to 44
32 to 21	26 to 17	19 to 13	44 to 22
(taking 27)	(taking 21)	13 to 9	22 to 4
38 to 32	17 to 22		(taking 9)
28 to 17	11 to 22	36 to 31	4 to 36
(taking 22)	(taking 17)		(taking 31)
23 to 18	22 to 17	46 to 41	36 to 20
(in the lunette)			(taking 41 & 24)
18 to 20	27 to 38	3 to 25	16 to 21 (d)
(taking 13 & 14)	(taking 32)	(taking the King)	
20 to 14	38 to 43	25 to 43	21 to 26
14 to 9	43 to 49	43 to 48	15 to 20
	(a King)	48 to 42	20 to 25
9 to 3	49 to 27	42 to 48	25 to 30
(a King)		48 to 25	26 to 31
45 to 40	6 to 11	(taking 30)	
40 to 35	11 to 16	25 to 14	31 to 36
41 to 36	27 to 43	14 to 46	36 to 41
24 to 19	43 to 27	46 to 37	Lost.
35 to 30	27 to 49	(taking 41)	

(d) Here commence a series of moves necessary, in order with a single King, to arrest the two pawns which are advancing from the right and left of the board to the crowning line.

WHITE.	BLACK.	WHITE.	BLACK.
46 to 41	36 to 47	45 to 40	28 to 33
	(crn'd, tak. 41)	40 to 34	33 to 38
30 to 25	47 to 20	37 to 28	38 to 16
	(tak. 33 & 24)		(tak. 32 & 21)
25 to 23	17 to 22	12 to 8	16 to 21
(taking 20, 9, 8.		8 to 3	21 to 27
& 18)		3 to 25	27 to 32
26 to 21	15 to 20	(taking 20)	
35 to 30	13 to 18	25 to 20	32 to 37
23 to 12	22 to 28	20 to 47	Lost.
(taking 18)			

LOSING GAME.

This game, which is lively and amusing, may for variety's sake be occasionally played. Although not ranked as scientific, it has its niceties, and requires considerable attention and management.

The player who first gets rid of all his men wins the game. Your constant object, therefore, is to force your adversary to take as many pieces as possible, and to compel him to make Kings, which is accomplished by opening your game freely, especially the back squares. Huffing, and the other rules, apply equally to this game.

BACKGAMMON.

MUCH has been written about the origin of this game, but the derivation of Backgammon, a game of mixed chance and calculation, is still a vexed question. The words back-gammon have been ascribed to the Welsh tongue ; *back*, little, and *gammon*, battle, the little battle ; but Strutt, with greater plausibility, traces the term to the Saxon *bac* and *gamen*, that is, back-game, so denominated because the performance consists in the two players bringing their men back from their antagonist's tables into their own ; or because the pieces are sometimes taken up and obliged to go back—that is, re-enter at the table they came from. Chaucer called this game *Tables*, and in his time it was known by that name.

Tric-trac is the French name for Backgammon, and by this designation it was common in both England and Scotland in the last and preceding century. The Germans know the game also by the term " Tric-trac ;" but the Italians have shown it most honor by denominating it " Tavola reale," the royal table. It was always a favorite diversion with the clergy, and numerous are the quotations we could make from writers of the Johnsonian period in reference to it. Sir Roger de Coverley, of immortal memory, wishful to obtain from the university a chaplain of piety, learning, and urbanity, made it a condition that the candidate should, at least, know something of Backgammon !

HOW TO PLAY THE GAME.

Captain Crawley (from whom we quote again) says : It is a difficult matter to describe the manner of playing this game, and few authors have attempted it. Hoyle and others who have written on the subject, have generally shirked it, and instead of describing the mode of playing the game, have gone off at once into technicalities, and bothered their readers with " blots," " bars," " points," " odds," and " chances." We must be a little more particular. Now, first of all, it is just possible that some of our readers have

never seen a Backgammon Board. Therefore, as the first step in acquiring a language is to learn its alphabet, we here—in order to render the game easy (to the very meanest capacities)—begin by placing before the eyes of our readers a picture of the BACKGAMMON BOARD, with the men set out in order for commencing a game.

BLACK.
BLACK'S HOME, OR INNER TABLE. | BLACK'S OUTER TABLE.
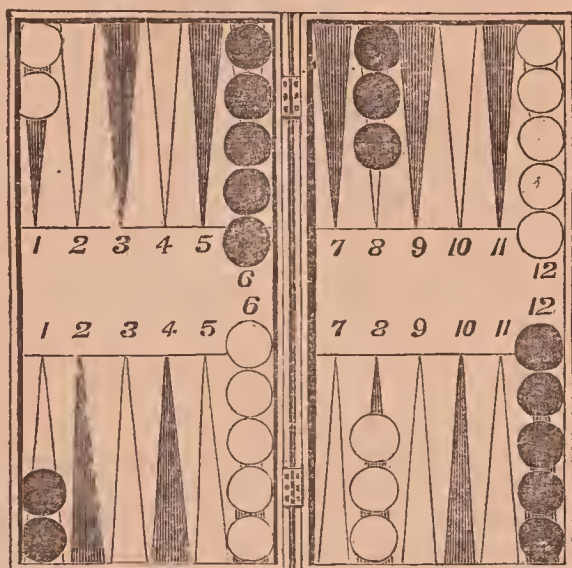
WHITE'S HOME, OR INNER TABLE. | WHITE'S OUTER TABLE.
WHITE.

It will be seen, at a glance, that each player has fifteen men, placed as in the illustration. The table is divided into two parts; and a little attention will show that the men belonging to each adversary are arranged upon the battle-field in precisely similar order—an advantage not always obtained upon actual battle-fields, where men are the "pieces" to be knocked over and taken prisoners.

The board consists of twenty-four *points*, colored alternately of different colors, usually blue and red; and that division in which are placed five black men and two white, is called the *table* or *home* of the black, and *vice versá*. Beginning from the ace, the points are numbered consecutively to twelve. French terms are usually employed for the points: thus *ace, deux, trois, quatre, cinq, six,* stand for one, two, three, four, five, six. On the other side of the division that separates the table into two halves, the first point is called the *bar-point*. Supposing, therefore, the black to be played into the right-hand table (as in the illustration), *two* men are placed

upon the ace-point in your adversary's table ; *five* upon the sixth point in his outer table ; *three* upon the fifth point in your own outer table ; and *five* upon the sixth point in your own inner table. It must be understood that the points are named alike—*ace, deux,* etc.—in each table, and that the right-hand division is the black's *inner table,* and the left-hand his *outer table.* The white's left-hand table is his inner, and the right-hand his outer table.

The great object of the game is to bring your men round into your own inner table ; and this is accomplished by throws of the dice. Each player is provided with a box and two dice, and the game is regulated by the number of pips that are face upwards when the dice are thrown. In other words, the game is determined by the chances of the dice, two of which are thrown by each player alternately. According to the numbers thereon are the points to which the men are moved in "measured motion" always towards the ace corner. Thus, if the numbers thrown be a *cinque* and a *quatre,* one man is moved five points, reckoning from his place on the board, and another four points ; or one man may, at the option of the player, be moved five points *and* four. Such man or men can only be placed on points not in possession of your adversary. Two or more men on any point have undisturbed possession of that particular point. But though you may not place your men on any of these points, you may pass over them.

If during these forward marches one man be left on a point, it is called a *blot.* If your antagonist throw a number or two which count (either or both) from a point occupied by his own men to the place where the unhappy *blot* is alone in his insecurity, the single man may be taken, and the *blot* is said to be *hit*—that is, taken prisoner, torn from his position, and placed on the bar to wait till he can be *entered* again.

To *enter* means to throw a number on either of the dice ; and the point so numbered must be vacant or blotted on the enemy's *table.* The captured man may be *entered* or placed there. Two or more men on a point are unassailable ; it is your single men only that can be impressed. If your adversary have three or four points in his table secured by two or more men, it is evident that there may be delay and difficulty in entering any hitted man. Delays in Backgammon, as in morals, are always dangerous. Therefore the dice must be thrown again and again till a vacant point be gained and the man be entered, and your game goes on as before. Meanwhile,

however, your adversary goes on with *his* game; but until an entrance has been effected, no man on the captive's side can be moved. They are all stationary, like the people in the petrified city. If every point be filled, however, the prisoner must wait till a line in the hostile table becomes vacant or blotted.

When two numbers are thrown, and one enables a man to enter, the second number must be played elsewhere; but if there be more than one man to enter, and only one number giving the privilege of entry appears on the dice, the game must remain *statu quo* till a proper number be thrown.

When *doublets* (that is, two dice with the same numbers upwards) are thrown, the player has four moves intead of two: for example, if a deuce doublet (two twos) be thrown, one man may be moved eight points, four men each two points, two men each four points, or in any other way, so that the quadruple be completed. The same also of all numbers known as doublets.

Whatever numbers be thrown on the dice *must* be played. There is no option in the case. If, however, every point to which a man could be moved be occupied by the adverse columns, the situation of the men remains unchanged, and your opponent proceeds with his game. If one man only can be played, *he must be played*. The other die has been cast in vain. *Par exemple*, a six and an ace are thrown. Every sixth point in your position is manned and impregnable; but the ace-point is vacant; therefore the ace (which is a second-cousin sort of point, being *once removed*) only can be played.

Your men move always in one direction; from the adverse inner table over the bar, through your adversary's outer table round into your own outer table, and then over the bar home.

We now come to the second stage. Suppose the player has brought all his men "home;" that is, ensconced in their proper tables; it is then the business of each player to *bear his men;* that is, to take them off the board. For every number thrown, a man is removed from the corresponding point, until the whole are borne off. In doing this, should the adversary be waiting to "enter" any of his men which have been "hit," care should be taken to leave no "blots" or uncovered points. In "bearing off," doublets have the same power as in the moves, four men are removed; if higher numbers are on the dice than on the points, men may be taken from any lower point—thus, if double sixes are thrown, and the point has

been already stripped, four men may be removed from the cinque-point or any lower number. If a low number is thrown, and the corresponding point hold no men, they must be played up from a higher point. Thus, if double aces be thrown, and there are no men upon the ace-point, two or more men must be played up from the higher points, or a fewer number played up and taken off.

If one player has not borne off his first man before the other has borne off his last, he loses a "gammon," which is equivalent to two games or "hits." If each player has borne off, it is reduced to a "hit," or game of one. If the winner has borne off all his men before the loser has carried his men out of his adversary's table, it is a "backgammon," and usually held equivalent to three hits or games.

But there are restrictions and privileges in taking off. As before observed, doublets have the same power as in the moves; four men are placed on the retired list. If higher numbers are on the dice than on the points, men may be taken off from any lower point. Thus, a six and a cinque are thrown—if those points are unoccupied, men may be taken off from the nearest number. If a lower number be thrown, and the corresponding point holds no men, they must be played up from a higher point; and so on (as already said above) with all the other numbers.

In order to acquire a good knowledge of Backgammon, it will be necessary for the learner to study these instructions with the board before him. But, perhaps, the best plan will be, in order to conquer the principles of the game, to play one or two.

In commencing the game, each player throws one of the dice to determine the priority of move. The winner may then, if he chooses, adopt and play the number of the probationary throw; if a tolerably good point be thrown, it should certainly be chosen; but if not, then it will be rejected. The two dice are then thrown out of the box and the play begins.

EXAMPLES.

FIRST GAME.

Let the student number the points on his board so as to correspond with the little engraving at page 371, distinguishing those on the side of the black by the letter *b*, 1 b., 2 b., etc.; their opponents, the whites, 1 w., 2 w., etc. In the following games, *L* represents the black and *F* the white.

To begin, L throws, say 5; F, 2. L has, therefore, won the first move. But not liking a five to commence the game with, he throws again, and the result is—

Aces, doublets.]—These are. played, 2 from 8 to 7 b., and 2 from 6 to 5 b.

F 5, 4.]—2 from 12 b. to 8 and 9 w.

L 3s., ds.]—2 from 1 w. to 7 w., occupying adversary's bar-point.

F 5, 2.]—1 from 9 and 1 from 6 w. to 4 w.

L 6, 1.]—1 from 12 w. to 7 b., and 1 from 6 to 5 b.

F 5, 3.]—1 from 8 and 1 from 6 w. to 3 w.

L 6, 3.]—1 from 8 and 1 from 5 b. to 2 b.

F 6, 5.]—1 from 12 b. to 2 w.

L 3, 1.]—1 from 12 w. to 9 b.

F 4, 2.]—1 from 8 w. to 2 w., covering man.

L 6, 2.]—1 from 12 w. to 5 b.

F 6s., ds.]—2 from 8 w. to 2 w., the other 2 cannot be played, every point occupied.

L 4, 3.]—2 from 12 w. to 10 and 9 b.

F 3, 1.]—1 from 1 b. to 4 b., and 1 from 2 w. to 1 w.

L 5, 1.]—1 from 9 and 1 from 5 b. to 4 b., taking up man (placing the captive on the central division) and making point.

F 3, 4.]—Enters captive at 3 b., moves 1 man from 12 b. to 9 w.

L 6, 1.]—1 from 7 w. to 12 b. (taking man), 1 from 10 b. to 9 b.

F 3, 2.]—Enter at 3 b., 1 from 9 to 7 w., taking man.

L 3, 1.]—Enter at 1 w., hitting blot and making capture, 1 from 12 to 9 b.

F 5, 1.]—Enter 1 b., 1 from three to 8 b.

L 3, 1.]—1 from 9 to 8 b., taking man, thence to 5 b.

F 4, 2.]—Both points occupied in enemy's table, so the prisoner cannot be entered; no move made on the part of F, whose position is not very enviable.

L 5, 4.]—1 from 1 w. to 10 w.

F 6, 5.]—Still cannot enter. "Hope deferred," etc.

L 6, 3.]—1 from 10 w. to 9 b., thence to 6 b.

F 1s., ds.]—Enter 1 b., 1 from 7 to 5 (2 moves), and 1 from 6 to 5 w., securing cinque-point.

L 6, 4.]—1 from 9 and 1 from 7 b. to 3 b., taking man and making point.

F 1s., ds.]—Enter 1 b., 3 from 2 to 1 w.

L 6, 5.]—1 from 9 to 3, and 1 from 7 to 2 b.

F 3, 2.]—2 from 4 to 2 and 1 w.

L 6, 3.]—1 from 7 to 4 b. : "the table's full," like Macbeth's, and 1 man taken off for the 6 point.

F 4s., ds.]—2 from 6 and 2 from 5 w. to 2 and 1 w.

L 4, 1.]—Takes off 1 from 4 point, plays up 1 from 3 to 2, ace-point being occupied by the enemy.

F 2, 1.]—2 from 3 to 2 and 1 w.

L 4, 2.]—Takes off from 4 and 2, leaving blot—game greatly in favor of L ; risk may be run.

F 6, 5.]—1 from 1 b. to 12 b.

L 5, 4.]—Takes off.

F 4, 2.]—1 from 12 b. to 7 w.

L 6, 3.]—Takes off from 6, plays up from 6 to 3.

F 5, 2.]—1 from 1 b. to 8 b.

L 6, 4.]—Takes off from 5 ; 4 can neither be played nor taken off.

F 5, 3.]—1 from 8 b. to 9 w.

L 5, 1.]—Takes off from 5, plays 1 from 3 to 2.

F 4, 2.]—1 from 9, and 1 from 7 w. to 5 w., making point.

L 3, 2.]—Takes off, leaving blot.

F 4, 2.]—1 from 1 to 3 b., hitting and taking up blot, thence to 7 b.

L 5, 1.]—Cannot enter.

F 3, 2.]—1 from 7 b. to 12 b.

L 5, 4.]—Enter at 4, thence to 9 w.

F 3s., ds.]—1 from 12 b. to 1 w.

L 6, 4.]—1 from 9 w. to 10 b., thence to 6 b.

F 5, 2.]—1 from 1 to 6 b., taking man, thence to 8 b.

L 5, 4.]—Enter 4, thence to 9 w.

F 2s., ds.]—1 (in 4 moves) from 8 b. to 9 w., taking man.

L 6, 3.]—Enter at 3, thence to 9 w., taking man.

F 5, 4.]—Enter at 5, thence to 9 b.

L 3s., ds.]—1 (in 4 moves) from 9 w. to 4 b.

F 5, 1.]—1 from 9 b. to 10 w.

L 4s., ds.]—Takes off, and the unhappy F loses a gammon.

SECOND GAME.

F flings 6, and L 1 (it is sometimes customary, however, for the winner of the preceding games to have the first throw in the next) ; F moves 1 from 12 b., and 1 from 8 to 7 w., forming the bar-point.

L 5, 1.]—1 from 12 w. to 7 b.

F 4, 2.]—1 from 8 w. to 4 w., and 1 from 6 w. to ditto, making quatre-point in table. ·

L 5, 2.]—1 from 1 w. to 8 w., taking man.

F 3, 1.]—Enters at 3, plays to 4 b.

L 2s., ds.]—2 from 6 b. to 4 b. (capturing man), and 2 from 12 w. to 11 b.

F 5, 3.]—Enters 3, and the 5 from 12 b. to 8 w., taking up blot.

L 4, 3.]—Enters 3, and other from 11 b. to 7 b., securing bar.

F 4, 6.]—1 to 5 b., thence to 11 b., again hitting blot.

L 6s., ds.]—Cannot enter, quiescent if not content, no movement.

F 2s., ds.]—1 from 1 b. to 3 b., covering man, and 1 from 12 b. to 7 w.

L 6, 1.]—Enters 1, plays other from 3 w. to 9 w.

F 4, 1.]—1 from 11 b. to 9 w., taking man.

L 5s., ds.]—Enter 5, 2 from 12 w. to 8 b., and 1 from 5 w. to 10 w.

F 5, 4.]—2 from 12 b. to 9 and 8 w.

L 2s., ds.]—2 from 1 w. to 5 w.

F 6, 2.]—1 from 3 b. to 11 b.

L 2s., ds.]—1 from 10 w. to 11 b. (capturing man in the progress), thence to 7 b.

F 4, 3.]—Enters 3, 1 from 6 w. to 2 w.

L 5, 2.]—1 from 8 b. to 1 b.

F 4s., ds.]—2 from 7 w. to 3 w., and 2 from 6 w. to 2 w.

L 3, 1.]—1 from 8 b., and from 6 b. to cinque-point.

F 5, 1.]—1 from 9 w. to 4 w., and 1 from 9 to 8 w.

L 5, 1.]—1 from 7 b. to 1 b.

F 2, 1.]—1 from 8 w. to 6 w., 1 from 4 w. to 3 w.

L 3, 2.]—2 from 4 b. to 1 and 2 b.

F 6, 2.]—1 from 3 to 11 b.

L 5, 1.]—1 from 8 b. to 3 b., taking man, thence to 2 b., only 2 points vacant.

F 4, 1.]—Enters 4, 1 from 11 b. to 12 b.

L 5, 2.]—2 from 8 to 3 and 6 b.

F 4, 1.]—1 from 4 to 9 b.

L 6, 4.]—2 from 7 to 3 and 1 b.

F 1s., ds.]—1 from 9 to 12 b., and 1 from 7 to 6 w.

L 4s., ds.]—2 from 5 to 9 w., 2 from 6 to 2 b.

F 6, 3.]—2 from 12 b. to 7 and 10 w.

L 5, 4.]—2 from 9 w. to 12 and 11 b.; the men have all passed, so no further collision—no captures can take place.

F 6, 5.]—1 from 10 to 4, and 1 from 8 to 3 w.

L 5, 1.]—1 from 11 to 6, and 1 from 12 to 11 b.

F 4, 3.]—1 from 8 to 5, and 1 from 7 to 3 w., all the men at home.

L 4, 3.]—1 from 11 to 4 b., all at home.

F 5, 4.]—Takes one man from those points, 5 and 4.

L 5, 4.]—Ditto, ditto.

F 6, 3.]—Men from points.

L 2, 1.]—Ditto.

F 6, 3.]—Ditto.

L 4, 3.]—Takes off from 3, plays up the 4 from 6 to 2 w.

F 5s., ds.]—Plays up 1 from 6 to 1, takes off 2 from 4, and 1 from 3 points.

L 5, 2.]—Men from points.

F 3, 2.]—Ditto.

L 6, 5.]—1 from 6, other from 3.

F 6, 2.]—1 from 3 and 1 from 2.

L 4s., ds.]—3 from 2 and 1 from 1.

F 5s., ds.]—2 off; F wins a hit.

TECHNICAL TERMS OF THE GAME.

The terms used for the numbers on the dice are : 1, *ace*; 2, *deuce*; 3, *trois*, or *tray*; 4, *quatre*; 5, *cinque*; 6, *six*.

Doublets.—Two dice with the faces bearing the same number of pips, as two aces, two sixes, etc.

Bearing your Men.—Removing them from the table.

Hit.—To remove all your men before your adversary has done so.

Blot.—A single man upon a point.

Home.—Your inner table.

Gammon.—Two points won out of the three constituting the game.

Backgammon.—The entire game won.

Men.—The draughts used in the game.

Making Points.—Winning hits.

Getting Home.—Bringing your men from your opponent's tables into your own.

To Enter.—Is to place your man again on the board after he has been excluded by reason of a point being already full.

Bar.—The division between the boxes.

Bar-point.—That next the bar.

HINTS, OBSERVATIONS AND CAUTIONS.

1. By the directions given to play for a gammon, you are voluntarily to make some blots, the odds being in your favor that they are not hit; but, should that so happen, in such case you will have three men in your adversary's table; you must then endeavor to secure your adversary's cinque, quatre or trois point, to prevent a gammon, and must be very cautious how you suffer him to take up a fourth man.

2. Take care not to crowd your game—that is, putting many men either upon your trois or deuce point in your own table—which is, in effect, losing those men by not having them to play. Besides, by crowding your game, you are often gammoned; as, when your adversary finds your game open, by being crowded in your own table, he may then play as he thinks fit.

3. By referring to the calculations, you may know the odds of entering a single man upon any certain number of points, and play your game accordingly.

4. If you are obliged to leave a blot, by having recourse to the calculations for hitting it, you will find the chances for and against you.

5. You will also find the odds for and against being hit by double dice, and consequently can choose a method of play most to your advantage.

6. If it be necessary to make a run, in order to win a hit, and you would know who is forwardest, begin reckoning how many points you have to bring home to the six point in your table the man that is at the greatest distance, and do the like by every other man abroad; when the numbers are summed up, add for those already on your own tables (supposing the men that were abroad as on your sixth point for bearing), namely, six for every man on the six, and so on respectively for each; five, four, three, two, or one, for every man, according to the points on which they are situated. Do the like to your adversary's game, and then you will know which of you is forwardest and likeliest to win the hit.

DIRECTIONS FOR A LEARNER TO BEAR HIS MEN.

1. If your adversary be great before you, never play a man from your quatre, trois or deuce points in order to bear that man from the point where you put it, because nothing but high doublets can give you any chance for the hit; therefore, instead of playing an ace or a deuce from any of the aforesaid points, always play them from your highest point, by which means, throwing two fives, or two fours, will, upon having eased your six and cinque points, be of great advantage ; whereas, had your six point remained loaded, you must, perhaps, be obliged to play at length those fives and fours.

2. Whenever you have taken up two of your adversary's men, and happen to have two, three or more points made in your own table, never fail spreading your men, either to take a new point in table or to hit the man your adversary may happen to enter. As soon as he enters one, compare his game with yours, and if you find your game equal, or better, take the man if you can, because it is twenty-five to eleven against his hitting you, which, being so much in your favor, you ought always to run that risk when you have already two of his men up, except you play for a single hit only.

3. Never be deterred from taking up any one man of your adversary by the apprehension of being hit with double dice, because the fairest probability is five to one against him.

4. If you should happen to have five points in your table, and to have taken one of your adversary's men, and are obliged to leave a blot out of your table, rather leave it upon doublets than any other, because doublets are thirty-five to one against his hitting you, and any other chance is but seventeen to one against him.

5. Two of your adversary's men in your table are better for a hit than any greater number, provided your game be the forwardest; because having three or more men in your table gives him more chances to hit you than if he had only two men.

6. If you are to leave a blot upon entering a man on your adversary's table, and have your choice where, always choose that point which is the most disadvantageous to him. To illustrate this: suppose it is his interest to hit or take you up as soon as you enter; in that case leave the blot upon his lowest point, that is to say, upon his deuce rather than upon his trois, and so on, because all the men

your adversary plays upon his trois or deuce points are, in a great measure, out of play, these men not having it in their power to make his cinque point, and, consequently, his game will be crowded there and open elsewhere, whereby you will be able also much to annoy him.

7. Prevent your adversary from bearing his men to the greatest advantage when you are running to save a gammon. Suppose you should have two men upon his ace point and several others abroad; though you should lose one point or two, in putting the men into your table, yet it is your interest to leave a man upon the adversary's ace point, which will prevent him bearing his men to the greatest advantage, and will also give you the chance of his making a blot that you may hit; but if, upon calculation, you find you have a throw, or a probability of saving your gammon, never wait for a blot, because the odds are greatly against hitting it.

THE LAWS OF BACKGAMMON.

1. If you take a man or men from any point, that man or men must be played.

2. You are not understood to have played any man till it is placed upon a point and quitted.

3. If you play with fourteen men only, there is no penalty attending it, because, with a lesser number, you play at a disadvantage, by not having the additional man to make up your tables.

4. If, while you are bearing your men, one of your men should be hit, such man must be entered in your adversary's table and brought home, before you can bear any more men.

5. If you have mistaken your throw, and played it, and your adversary has thrown, it is not in your power or his choice to alter it, unless both parties agree.

6. If a player bear off a man or men, before he has brought all his own men home, the men thus borne off must be placed upon the bar, as men captured to be re-entered in the adversary's table.

FURTHER RULES AND HINTS.

It is very difficult to lay down rules to provide for circumstances contingent upon chance, but it is essential to point out how, *at the commencement of the game*, the throws may be rendered most available.

The best throw is double aces, which should be played two on the bar and two on the cinque point; the antagonist then cannot escape with either a quatre, cinque or six throw; and if fortune enable you to fill up your quatre point also, he may find it as hard to get out as did Sterne's starling. (*See* Game I., page 374.)

The next best is sixes, for the two bar-points may be occupied, and it may hap that the adversary becomes barred in or out, as were schoolmasters before they were so much abroad.

The third best is trois ace, which completes the cinque point in your table.

Quatre, deuce, cinque, trois, and six quatre form respectively the quatre, trois, and deuce points in your table.

Six ace must be played to gain footing at the bar, that being a point well adapted for successfully waging this noisy warfare.

Double trois, take a double jump to the same station.

When double deuces are flung, they must be played two on your table's quatre point, and two from the five men in the far corner on the hostile side.

Double fours from the same array of five to the quatre points at home.

Double fives in like order to the trois.

Six deuce—one of the twins in the enemy's camp as far as he will go.

Six trois—from the same.

Cinque quatre—from the same to the same.

Cinque deuce—two men from the cornered five before mentioned.

Cinque ace (a vile throw)—perhaps the best, because the boldest, play is one man on your cinque point, another to the point adjoining the bar.

Quatre trois—two men from the extreme five ready to form points next throw—*fortuná juvante.*

Quatre ace—from the five to the fifth point thence.

Trois deuce—the same, or spread in preparation for seats at your table.

Deuce ace—*ad libitum*, as you like it.

Six cinque enables one of the men in the adversary's table, with two bounds, to join his fellow's, eleven degrees distant.

These may be called the Backgammon tactics for the opening of the campaign. We give now instructions to apply to the progress of the warfare. As we are using martial terms, and assuming

authority, we will take the opportunity to generalize, and do it in these :

When the numbers flung are not available to make points, let them make preparations for points ; spread the men so that you may hope gallantly to carry your point the next throw ; but this should only be done when the adverse table affords facilities for entering.

If it appear unadvisable to spread your men, endeavor to get away with one or both from the adversary's table—steal a march, which is a lawful theft.

When compelled to leave a blot, leave it not uncared for, but " cover your man" as well, and as soon, and as perfectly as you can.

Linger not in the enemy's intrenchments, or retreat may be cut off ; whenever the bar-point and two points in the table are occupied, be assured that—

> " Time, the churl, has beckoned,
> And you must away, away.".

Be over-bold rather than over-wary ; more games are lost by excess of caution than by extremity of rashness—

> " For desperate valor oft makes good,
> Even by its daring, venture rude,
> Where prudence would have failed."

If retreat from the hostile lines be hopeless, scruple not to leave blots to be taken ; four men, especially on forward points, will sorely annoy your adversary and render his home uncomfortable.

Avoid, if possible, breaking up the six or cinque-points in your table towards the close of the game, or if you capture the foe you cannot detain him long ; he must soon fling one of those numbers, and, like the gazelle, " exulting, still may bound," to a safer locality.

Eschew many men on one point—five or more (perhaps four) are called a long string, and long strings may be all very well in the matter of titles, kites, or pearls, but at Backgammon they are neither useful nor graceful.

If you have two or three captives, and an indifferently furnished home, hurry your men forward ; bear them in whenever you may, not as " single spies, but in battalions ;" truss up every possible point ; keep the enemy out, or be prepared to hit any single man, and expel him should he enter.

If the course of the dice, like that of another well-known course, " run not smooth," and you are compelled, when in possession of

captive, to leave a blot away from home, leave it, if possible, so that it necessitates doublets for the adversary to enter and hit you at one throw.

When running to avoid a gammon, and having two men on the enemy's ace point, move any of their fellows rather than them.

It is frequently good play to take a man and leave a blot, "a poor thing of your own," in the place, if the antagonist's power cannot re-hit you, except with double dice, for it is five to one against his effecting such a consummation.

Avoid crowding your game; avoid, especially, having many men on the trois or deuce stations at home, for such men are pent up, so as to be moveless, and the struggle must be carried on by stragglers, perhaps at a distance, certainly to a disadvantage.

Hoyle gives the following

RULES FOR PLAYING

AT SETTING OUT ALL THE THROWS ON THE DICE WHEN THE PLAYER IS TO PLAY FOR A GAMMON OR FOR A SINGLE HIT.

The Rules marked thus (†) *are for a gammon only; those marked thus* (*) *are for a hit only.*

1. Two aces are to be played on the cinque point and bar-point for a gammon or for a hit.

2. Two sixes to be played on the adversary's bar-point and on the thrower's bar-point for a gammon or for a hit.

3. †Two trois to be played on the cinque point, and the other two on the trois point in his own tables, for a gammon only.

4. †Two deuces to be played on the quatre point, in his own tables, and two to be brought over from the five men placed in the adversary's tables, for a gammon only.

5. †Two fours to be brought over from the five men placed in the adversary's tables, and to be put upon the cinque point in his own tables, for a gammon only.

6. Two fives to be brought over from the five men placed in the adversary's tables, and to be put on the trois point in his own tables, for a gammon or for a hit.

7. Six ace—he must take his bar-point for a gammon or for a hit.

8 Six deuce—a man to be brought from the five men placed in

the adversary's tables, and to be placed in the cinque point in his own tables, for a gammon or for a hit.

9. Six and three—a man to be brought from the adversary's ace point, as far as he will go, for a gammon or for a hit.

10. Six and four—a man to be brought from the adversary's ace point, as far as he will go, for a gammon or for a hit.

11. Six and five—a man to be carried from the adversary's ace point, as far as he can go, for a gammon or for a hit.

12. Cinque and quatre—a man to be carried from the adversary's ace point, as far as he can go, for a gammon or for a hit.

13. Cinque trois—to make the trois point in his table, for a gammon or for a hit.

14. Cinque deuce—to play two men from the five placed in the adversary's tables, for a gammon or for a hit.

15. †Cinque ace—to bring one man from the five placed in the adversary's tables for the cinque, and to play one man down on the cinque point in his own tables for the ace, for a gammon only.

16. Quatre trois—two men to be brought from the five placed in the adversary's tables, for a gammon or for a hit.

17. Quatre deuce—to make the quatre point in his own tables, for a gammon or for a hit.

18. †Quatre ace—to play a man from the five placed in the adversary's tables for the quatre; and, for the ace, to play a man down upon the cinque point in his own tables, for a gammon only.

19. †Trois deuce—two men to be brought from the five placed in the adversary's tables, for a gammon only.

20. Trois ace—to make the cinque point in his own tables, for a gammon or for a hit.

21. †Deuce ace—to play one man from the five men placed in the adversary's table for the deuce; and, for the ace, to play a man down upon the cinque point in his own tables.

22. *Two trois—two of them to be played on the cinque point in his own tables, and with the other two he is to take the quatre point in the adversary's tables.

23. *Two deuces—two of them are to be played on the quatre point in his own tables, and with the other two he is to take the trois point in the adversary's tables. By playing these two cases in this manner, the player avoids being shut up in the adversary's tables, and has the chance of throwing out the tables to win the hit.

17

24. *Two fours—two of them are to take the cinque point in the adversary's tables, and for the other two, two men are to be brought from the five placed in the adversary's tables.

25. *Cinque ace—the cinque should be played from the five men placed in the adversary's tables, and the ace from the adversary's ace point.

26. *Quatre ace—the quatre to be played from the five men placed in the adversary's tables, and the ace from the adversary's ace point.

27. *Deuce ace—the deuce to be played from the five men placed in the adversary's tables, and the ace from the adversary's ace point.

The last three chances are played in this manner; because, an ace being laid down in the adversary's tables, there is probability of throwing deuce ace, trois deuce, quatre trois, or six cinque in two or three throws; either of which throws secures a point, and gives the player the best of the hit.

CALCULATION OF CHANCES.

It is necessary for the amateur (here we are quoting Hoyle, though not altogether *verbatim et literatim*) to know how many throws, one with another, he may fling upon two dice. There are thirty-six chances on the two dice, and the points upon these thirty-six chances are as follows:

2 Aces	4	5 and 4 twice	18
2 Deuces	8	5 and 3 twice	16
2 Trois	12	5 and 2 twice	14
2 Fours	16	5 and 1 twice	12
2 Fives	20	4 and 3 twice	14
2 Sixes	24	4 and 2 twice	12
6 and 5 twice	22	4 and 1 twice	10
6 and 4 twice	20	3 and 2 twice	10
6 and 3 twice	18	3 and 1 twice	8
6 and 2 twice	16	2 and 1 twice	6
6 and 1 twice	14		

Divide by 36) 294 (8
288
———
6

The number 294, divided by 36, gives 8 as the product, with a remainder of 6. It follows, therefore, that, one throw with another, the player may expect to throw 8 at every fling of two dice.

The chances upon two dice, calculated for Backgammon, are as follows :

2 Sixes	.	.	.	1	5 and 4 twice . . 2
2 Fives	.	.	.	1	5 and 3 twice . . 2
2 Fours	.	.	.	1	5 and 2 twice . . 2
2 Trois	.	.	.	1	†5 and 1 twice . . 2
2 Deuces	.	.	.	1	4 and 3 twice . . 2
†2 Aces	.	.	.	1	4 and 2 twice . . 2
6 and 5 twice	.	.	2	†4 and 1 twice . . 2
6 and 4 twice	.	.	2	3 and 2 twice . . 2
6 and 3 twice	.	.	2	†3 and 1 twice . . 2
6 and 2 twice	.	.	2	†2 and 1 twice . . 2
†6 and 1 twice	.	.	2	—
					36

As it may seem difficult to find out, by this table of thirty-six chances, what are the odds of being hit upon a certain or flat die, let the following method be pursued.

The player may observe in the above table that what are thus marked (†) are

† 2 Aces	.	.	.	1	† 4 and 1 twice . . 2
† 6 and 1 twice	.	.	2	† 3 and 1 twice . . 2
† 5 and 1 twice	.	.	2	† 2 and 1 twice . . 2
					Total 11
					Which deducted from 36
					There remain . . 25

So that it appears it is twenty-five to eleven against hitting an ace upon a certain or flat die.

The above method holds good with respect to any other flat die. For example, what are the odds of entering a man upon the points 1, 2, 3, 4, or 5 ?

Here comes Hoyle with a ready answer, saving the reader about six months' severe study of that delectable science called the doctrine of chances.

To enter it upon	For.		Against.			For.		Against.
1 point is	11	to	25,	or about		4	to	9
2 "	20	"	16		"	5	"	4
3 "	27	"	9		"	3	"	1
4 "	32	"	4		"	8	"	1
5 "	35	"	1		"	35	"	1

Again, the following table shows the odds of hitting with any chance in the form of a single die.

To hit upon	For.		Against.		For.		Against.
1 is	11	to	25, or about	4	to	9
2 "	12	"	24	"	1	"	2
3 "	14	"	22	"	2	"	3
4 "	15	"	21	"	5	"	7
5 "	15	"	21	"	5	"	7
6 "	17	"	19	"	$8\frac{1}{2}$	"	$9\frac{1}{2}$

The odds of hitting with double dice are calculated as follows :

To hit upon	For.		Against.		For.		Against.
7 is	6	to	30,	or about	1	to	5
8 "	6	"	30	"	1	"	5
9 "	5	"	31	"	1	"	6
10 "	3	"	33	"	1	"	11
11 "	2	"	34	"	1	"	17
12 "	1	"	36	"	1	"	36

To carry these calculations still further, the odds in a table of thirty-six chances, of hitting upon a six are—

2 Sixes	.	.	.	1	5 and 1 twice	.	.	2
2 Trois	.	.	.	1	4 and 2 twice	.	.	2
2 Deuces	.	.	.	1				—
6 and 5 twice	.	.	2					17
6 and 4 twice	.	.	2					—
6 and 3 twice	.	.	2	Which deducted from			36
6 and 2 twice	.	.	2					—
6 and 1 twice	.	.	2	There remain .	.		19

By which it appears to be 19 to 17 against being hit upon a six. The odds on the hits are—

2 Love is about	.	5 to 2	1 Love is	.	.	3 to 2
2 to 1 is	. .	2 " 1				

The following is given as the plan upon which a player may calculate the odds of saving or winning the gammon:

Suppose the adversary has so many men abroad as require three throws to put them into his tables, and at the same time that the player's tables are made up, and that he has taken up one of the adversary's men; in this case it is about an equal wager that the adversary is gammoned. For in all probability the player has borne two men before he opens his tables, and when he bears the third man, he will be obliged to open his six or cinque point. It is then probable that the adversary is obliged to throw twice before he enters his men in the player's tables, twice more before he puts that man into his own tables, and three throws more to put the men which are abroad into his own tables; in all, seven throws. Now, the player having twelve men to bear, he may be forced to make an ace or a deuce twice before he can bear all his men, and consequently will require seven throws in bearing them; so that, upon the whole, it is about equal whether the adversary is gammoned or not.

Again: suppose you have three men upon your adversary's ace point, and five in your tables; and that your adversary has all his men in his tables, three upon each of his five highest points: What is the probability of his gammoning you or not?—Of course the probability of a player being "gammoned" depends greatly on the verdant state of his optic orb; but in our games the chances are—

For his bearing 3 men from his 6 point, .	.	18
" " from his 5 point, .	.	15
" " from his 4 point, .	.	12
" " from his 3 point, .	.	9
" " from his 2 point, .	.	6
Total	.	60

To bring your three men from your adversary's ace point, to your six point in your tables, being for each 18 points, makes in all 54

The remainder is 6

And besides the six points in your favor, there is a further consideration to be added for you, which is, that your adversary may make one or two blots in bearing, as is frequently the case. It is

clear, by this calculation, that you have much the better of the probability of saving your gammon—*i. e.*, your bacon.

This case is supposed upon an equality of throwing.

Yet again: suppose you leave two blots, neither of which can be hit but by double dice ; to hit the one that cast must be eight, and to hit the other it must be nine; by which means your adversary has only one die to hit either of them.

What are the odds of his hitting either of these blots?

The chances on two dice are, in all, 36.

The chances to hit 8 are,	6 and 2 twice	. . . .	2
" "	5 and 3 twice	. . . .	2
" "	2 Deuces	. . . .	1
" "	2 Fours	. . . .	1
The chances to hit 9 are,	6 and 3 twice	. . . .	2
" "	5 and 4 twice	. . . .	2
" "	2 Trois	. . . .	1
	Total chances for hitting	. . . .	11
	Remaining chances for not hitting	. . .	25

So that it is 25 to 11 that he will not hit either of those blots.

Yet one more example, as quoted by Mr. Carleton, from Hoyle :

Let us suppose the player to leave two other blots which cannot be hit except by double dice, the one must be hit by eight and the other by seven. What are the odds on your adversary hitting either of these blots—the chances on the dice being 36?

The chances to hit 8 are,	6 and 2 twice	. . . .	2
" "	5 and 3 twice	. . . .	2
" "	2 Fours	. . . .	1
" "	2 Deuces	. . . .	1
The chances to hit 7 are,	6 and 1 twice	. . . .	2
" "	5 and 2 twice	. . . .	2
" "	4 and 3 twice	. . . .	2
	Total chances for hitting	. . . .	12
	Remaining chances for not hitting	. . .	24

It is, therefore, two to one that you are not hit.

The like method is to be taken with three, four, or five blots upon double dice; or with blots made upon double and single dice at the same time; you are then only to find out (by the table of 36 chances) how many there are to hit any of those blots, and add all together in one sum, which substract from the number of 36, which is the whole of the chances upon two dice—so doing resolves any question required.

A CASE OF CURIOSITY AND INSTRUCTION.

In the following case is shown the probability of making the hit last by one of the players for many hours, although they shall both play as fast as usual. Suppose B to have borne thirteen men, and that A has his fifteen men in B's tables, viz., three men upon his six point, as many upon his cinque point, three upon his quatre point, the same number upon his trois point, two upon his deuce point, and one upon his ace point. A, in this situation, can prolong it, as aforesaid, by bringing his fifteen men home, always securing six close points till B has entered his two men, and brought them upon any certain point; as soon as B has gained that point, A will open an ace, deuce, or trois point, or all of them; which done, B hits one of them, and A, taking care to have two or three men in B's tables, is ready to hit that man; and also he, being certain of taking up the other man, has it in his power to prolong the hit almost to any length, provided he takes care not to open such points as two fours, two fives, or two sixes, but always to open the ace, deuce, or trois points, for B to hit him.

A BACK GAME.

Suppose A to have five men placed upon his six point, five men upon his quatre point, and five men upon his deuce point, all in his own tables.

And suppose B to have three men placed upon A's ace point, three men upon A's trois point, and three men upon A's cinque point; let B also have three men upon his six point in his own tables, and three men placed out of his tables, in the usual manner:

Who has the better of the hit?

It is an equal game; but to play it critically, the difficulty lies upon B, who is, in the first place, to endeavor to gain his cinque and quatre points in his own tables; and when that is effected, he

is to play two men from A's cinque point, in order to oblige his adversary to blot, by throwing an ace, which if B hits, he will have the fairest probability of winning the hit.

These cases might be multiplied *ad infinitum;* but enough has been said, we think, to enable the tyro to make himself, by a little study, a first-rate player at Backgammon.

RUSSIAN BACKGAMMON.

THIS is a very pleasing game, and is preferred, at many firesides, to that which we have just described. Though played on the same board, with the same number of men, and the moves governed by throws of the dice in the same manner, it differs in some respects from that game. Instead of placing the men before commencing the game, as represented in the diagram on page 371, they are entered by throws of the dice, both players entering in the *same table,* which may be that at the left hand of either player; and both move in the same direction around the board to the opposite table. Thus, supposing the entering table to be white's *home* (see diagram, p. 371), the moves would be through white's outer and black's outer tables to black's *home.*

The first entry is determined by each throwing two dice, which may be adopted for that entry, or another throw made. The men are placed on the points of the entering table according to the numbers of the dice thrown, one man only for each number, except in the case of doublets. When either player has his men all entered, he may commence moving them, in the direction already stated, to the opposite table, or home; but no move can be made by a player until all his men are entered. The player who first bears all his men from the board wins. It may be a Gammon, Backgammon, or Hit, the same as in the game of Backgammon.

The same rules apply as in the preceding game, to bearing the men after they are brought home, and also to men hit, which must be sent back to the entering table, and re-entered as at the commencement of the game. Blots occurring in the entering table, while entering the men, are under the same rule as after the moves commence. Thus, if one player throws six deuce, he enters one man on each of those points; the other, throwing six ace, would take up the six, placing his own man on that point, and enter one on the ace point.

A peculiarity of this game is, that the player who is so fortunate as to throw doublets is entitled not only to four moves of the number thrown, but also to four moves of the number on the opposite side of the dice, and another throw of the dice in addition. Thus, if, in commencing the game, he throw double sixes, he would place four men on the six point, four on the ace point, and throw again. If then he throw double deuces, he would place four on the deuce point, the remaining three on the cinque point, and move one man five points on its course home, having still another throw left. In such a case as this, the adversary would have only two points open on which to enter his men; and most likely, before he succeeded in getting them all entered, the first player would have his men re moved from the entering table, and well advanced on the march.

But in order to give a player the four additional moves by his doublets, he must be able first to complete those of the number thrown; and he will not be allowed another throw, unless he can move *all* the points to which he is entitled. For example, if he throw trois doublets, he must first move his four trois points; then he will have the right to move four quatre points; and if he succeed in this, he may throw again. If he cannot do it, that is his misfortune.

As both players move in the same direction, it would seem to the inexperienced player that he who has his men first entered, and gains the start in the movement toward home, must have a decided advantage over his adversary. But this apparent advantage is deceptive; because he who is in the rear has the chance of hitting blots, and thus retarding his opponent's game, which the other has not; and it requires much skill and caution in him who has the advance to save his men, and carry them safely through. His object is to secure as many successive points as possible, so that his adversary will be unable either to pass or hit any of his men. As long as he can keep six successive points covered, and leave no blots behind, he is perfectly safe; but as soon as he breaks up this barrier, the player in the rear gains the advantage.

The varying chances which doublets give the player in this game render it very interesting, and sometimes quite exciting; for it frequently happens that they suddenly reverse the fortunes, and enable one to win the game when otherwise it would seem hopeless.

The Russian Game is easily learned, especially by any one familiar with Backgammon; all the calculations of chances on the dice, etc., applying equally well to this as to that game.

17*

DOMINOES.

Dominoes are pieces of ivory or bone, generally with ebony backs. On the face of each piece there are two compartments, in each of which there is found either a blank, or black pits, from one to six. These are called, according to the numbers shown, double blank, blank ace, blank deuce, blank trey, blank four, blank five, blank six; double ace, ace deuce, ace trey, ace four, ace five, ace six; double deuce, deuce trey, deuce four, deuce five, deuce six; double trey, trey four, trey five, trey six; double four, four five, four six; double five, five six; and double six—being twenty-eight in all. They are shuffled on the table with their backs up, and each player draws at random the number that the game requires. There are various games; but those principally played are the Block, Draw, Muggins, and Bergen. The pieces are played one at a time, and each piece to be played must match the end of a piece that does not join any other.

BLOCK GAME.

Each player draws seven from the pool. The highest double leads in the first hand, and, after that, each player leads alternately until the end of the game. If a player cannot play, the next plays. If neither can play the set is blocked, and they count the number of spots on the pieces each still holds. Whoever has the lowest number of spots adds to his count the number held by his opponents. If there are two with the same number of spots, and they are lower than their opponents, there is no count. If any one is able to play his last piece while his opponents hold theirs, he cries " Domino," and wins the hand, and adds to his count the number of spots the rest hold. The number required to win the game is one hundred, but it may be made less by agreement.

DRAW GAME.

Each player draws seven as in the block game, and the game is subject to the same rules as block, except when a player cannot play he is obliged to draw from the pool until he can play, or has exhausted the stock of pieces.

The player may draw as many pieces as he pleases. He *must* draw until he can match. After a lead has been made, there is no abridgment to this right. Many persons confound the Draw Game with Muggins and the Bergen Game, and in those games the rule is different, as follows:—When a player *can* play, he is obliged to. The object of drawing is to enable him to play. Having drawn the required piece, the rule to play remains imperative as before. The *Draw Game* is, however, based upon the unabridged right to draw, and is known as a distinctive game by this privilege only.

MUGGINS.

Each player draws five pieces. The highest double leads, after that they lead alternately. The count is made by fives. If the one who leads can put down any denomino containing spots that amount to five or ten, as the double five, six four, five blank, trey deuce, etc., he counts that number to his score in the game. In matching, if a piece can be put down so as to make five, ten, fifteen, or twenty, by adding the spots contained on both ends of the row, it counts to the score of the one setting it. Thus a trey being at one end, and a five being at the other, the next player in order putting down a deuce five, would score five; or if double trey was at one

end, and a player was successful in playing so as to get double deuce at the other end, it would score ten for him. A double six being at one end, and a four at the other, if the next player set

down a double four, he counts twenty—double six = 12 + double four = 8 = 20. If a player cannot match he draws from the pool, the same as in the draw game, until he gets the piece required to match either end, or exhausts the pool. As in the draw or block game, the one who plays his last piece first, adds to his count the spots his opponents have; and the same if he gains them when the game is blocked, by having the lowest count. But the sum thus added to the score is some multiple of five nearest the actual amount. Thus if his opponents have twenty spots, and he has nineteen, he adds twenty to his score. If they have twenty-two he adds twenty, because that is the nearest multiple of five; but if they have twenty-three he would add twenty-five, twenty-three being nearer that than to twenty. The number of the game is two hundred, if two play; but one hundred and fifty, if there be three or more players.

BERGEN GAME.

Each player draws six pieces from the pool. The lowest double leads at the beginning, and is called a double-header. After that the parties lead alternately. If no one has a double when his turn comes to lead, he plays the lowest piece he has. When a player sets down a piece which makes the extremities of the line the same, it is called a double-header. If one of the extremities be a double, and the next player can lay a piece that will make the other extremity of the same value, or if a double can be added to one end of a double-header, it makes a triple-header. The two aces in the annexed engraving show the double-header, and the double ace added

shows the triple-header. If a player is not able to match from his hand, he draws one piece from the pool, and plays. If he is still not able to play, the next plays, or draws, and so on alternately. If domino is made, the one who makes it wins that hand. If it be blocked, they count, and the lowest wins; but if the lowest holds a double in his hand, and his opponent none, the opponent wins. Or if

there be two with doubles, and one with none, the last wins. If there be a double in each hand, the lowest double wins. If there be more than one double in any one's hand, and all have doubles, the one with the least number of doubles wins, without reference to the size of the double he holds. The game is ten when three or four play, and fifteen when two. A hand won by either "domino" or counting, scores one. A double-header, either led or made, counts two. A triple-header counts three. But when either party is within two of being out, a double-header or triple-header will count him but one, and if he be within three of being out a triple-header will count him but two.

ROUNCE.

This is a pleasant game, and from two to four may participate in it. The pieces rank from six to blank, and the doubles are the best of each suit, trump being superior to any other suit. The game begins by "turning for trump," and he who turns the highest domino is trump-holder for that hand. The dominoes are then shuffled, and each player takes five pieces, when the player at the *right* of the trump-holder turns the trump, and the end of the piece having the greatest number of spots upon it becomes trump for that round. The players to the left of the trump-holder then announce in regular succession whether they will stand, discard their hand and take a dumby, or pass. When two or three play, six pieces constitute a dumby, but when four play there is only one dumby of seven pieces, and the eldest hand has the privilege of taking it. When all the players pass up to the trump-holder, the last player may elect to give the trump-holder a score of five points instead of standing or playing dumby. The trump-holder may, if he chooses, discard a weak piece and take in the trump turned, or he may discard his hand and take a dumby, provided there is one left; in which case he must abandon the trump turned. The player who takes a dumby must discard so as to leave only five pieces in his hand. After the first hand, the trump passes to the players at the left in succession. The game begins at fifteen, and is counted down until the score is "wiped out," each trick counting one. The player who fails to take a trick with his hand is "Rounced," *i. e.*, sent up five points. It is imperative that suit should be followed, and if in hand, trump led after trick as in Loo, but a player is not compelled to "head," *i. e.*, take a trick, when he cannot follow suit.

BILLIARDS.

THIS ingenious, instructive, useful, and fascinating pastime has of late years become one of the most general and popular amusements of our whole people. Regardless of sex, age, or social position, it is participated in by all classes of society; and besides the numerous public billiard rooms in all our larger cities and towns, no gentleman's private residence is considered completely furnished unless it contains a billiard apartment and its accessories.

The GAME OF BILLIARDS is one of considerable antiquity, and its origin is claimed by various nations. It was probably suggested by bowls, or some like game, and was first played upon the ground, then upon raised platforms or tables, which were of different sizes, and oval, round, square, and oblong, in the various stages of their perfection. The French, to whom the early advancement of the game is mainly indebted, are not without evidence to sustain their claim to its invention; and the terms *Bille*, *Carambolage*, and many instances, aid in this conclusion.

It was reserved for our own country, however, to perfect the machinery of the game of billiards, and reduce its manipulations to a practical science. This reformation has been effected during fifteen years just past by a few talented individuals; the master spirit of whom was, and still is, Michael Phelan, Esq., of New York City, who has devoted an active lifetime to the game, and whose exertions, either as a superior demonstrator, as an inventor and manufacturer, or in any capacity connected with the progress and betterment of the game, have gained him a reputation not confined to any country, but extending to nearly every portion of the civilized world.

No higher compliment can be paid to Mr. Phelan than the statement of the fact that his standard work,* "THE GAME OF BILLIARDS," is the universally acknowledged authority, and that the

---

* THE GAME OF BILLIARDS, by Michael Phelan. Seventh edition. Revised, enlarged, and richly embellished with numerous illustrations, including a steel plate Portrait of the author. New York: Dick & Fitzgerald, Ann Street. 1867. Price, $1.50.

THE ILLUSTRATED HAND-BOOK OF BILLIARDS. The American Game, by Michael Phelan. The French Game, by Claudius Berger. Handsomely illustrated. Second edition, revised. New York: Dick & Fitzgerald, Ann Street. 1864. Price, 30 cents.

American Billiard Congress, which met in this city in June, 1863, and was composed of all the prominent professional players in the United States, among other expressions in their favor, unanimously resolved, "That only PHELAN & COLLENDER'S four pocket STANDARD AMERICAN BILLIARD TABLES should be used in all future contests for the championship." And further, these tables are now in use in all the prominent club rooms, hotels, billiard saloons, and in hundreds of private residences throughout the land, and in fact the continent, as well as in China, Japan, Sandwich Islands, and other distant countries.

Our present article embraces a descriptive digest of Billiards; with the rules of THE FOUR BALL AMERICAN GAME; THE THREE BALL FRENCH GAME; FIFTEEN BALL POOL; and PIN POOL; which are the principal games played in the United States. The whole of this data, by permission of Messrs. Phelan & Collender, has been directly compiled from their standard works, to which we refer for full details on all matters appertaining to Billiards.

THE MACHINERY OF THE GAME.

The BILLIARD TABLE is so well known in this country, that an elaborate description of it is unnecessary. Its frame is generally made of rosewood, oak, or mahogany. Its surface or "bed" is of marble or slate, and should be covered with green cloth of a very fine description. Its length is from ten to twelve feet, and its width exactly half its length. At its four corners, and in the middle of each side are pockets of netted silk for the reception of the balls.*

The CUSHIONS, composed of a combination of elastic substances surround the table on all sides, and like it are covered with cloth.

The CUE is the instrument by which the balls are set in motion. It is a tapering ashen wand, from four feet six to five feet and a half in length, and is tipped with leather; its weight should be about twice and a half that of the balls to be played with. The writer

* The table adopted by the Billiard Congress, has four pockets only; those on the sides, on account of their interference with the angles, in shots around the table, being dispensed with. These match tables are also of the full size; 6 by 12 feet; but a second size four pocket table 5½ by 11 feet, has within the last six months become very popular; and Kavanagh, Tieman, and other first class players, have adopted them in their rooms. There is yet one smaller size, 5 by 10 feet, which is very convenient for private houses.

plays with a cue five feet two inches in length, and nine-sixteenths of an inch in diameter at the point.   The cue is a most important part of billiard machinery.

The MACE is a square fronted, boxwood head, which is fitted to an ash wand, about the same length, but only about one third the circumference of the cue, by which it was succeeded.   It is now used principally by ladies and children, and for banking, when the balls are within the string.   Each room has also a "long" cue and mace, for reaching shots at the most remote portions of the table.

The BALLS should be made of the best ivory, and of the same size and weight.   Those generally used in this country are two and three-eighths of an inch in diameter, and about seven ounces in weight.   In the American game four balls are used—two white (one of which bears a spot as a distinctive mark), one a light and the other a deep red.

The REST OR ARTIFICIAL BRIDGE is used when the player's ball is too far away to admit of reaching it without this artificial aid. It is a wand of ash, the end of which is fixed in a flat cross-piece, having on its upper side three or four notches, in one of which the player rests his cue in playing, when, as above remarked, the position of the ball to be struck makes it impossible for him to form with his left hand the *natural bridge.*

CHALK is applied to the leather end of the cue to prevent its slipping when it comes in contact with the ball, an accident which is technically termed a *miscue.*   The chalk used for this purpose should be of the best quality.

ATTITUDE IN PLAYING.

The pupil should be especially careful to acquire a good attitude. This is the groundwork of his success as a player.   If his attitude be ungraceful—which means unnatural or strained—he may rest assured that his playing will be unreliable.   Bad habits are easily acquired, but hard to be got rid of.

The student's attitude must, in the first place, be perfectly easy and natural.   His left foot should be slightly advanced, in a straight line, the right drawn backwards and pointing outwards, to the extent and at the angle most familiar and convenient to the player.   The left arm should be extended and supported on the table by the tips of the fingers and the junction of the palm and

wrist (which position of the hand constitutes the *natural bridge*). His body should be perfectly balanced, and should form an acute angle with the side of the table at which he stands. The tapering end of the cue should rest in the natural groove formed by the elevation of the thumb; the thick end should be grasped in the right hand, loosely while being drawn back preparatory to the stroke, and firmly at the moment of contact with the ball. The cue should be held in a perfectly horizontal position, except in the case of some particular strokes which will be described in the proper place. Beginners should pay especial attention to this. It should be impelled chiefly by the fore-arm, while the body should remain perfectly steady, as the slightest swaying motion of it will give a false direction to the stroke. The speed of the cue, and not the weight of the body, gives strength to the stroke.

THE NATURAL BRIDGE.

As the making of a correct bridge is of paramount importance to the student, we will repeat the manner of its formation, though we have incidentally described it in treating of the general attitude

The NATURAL BRIDGE is formed by placing the left hand on the table, at about eight inches from the ball to be struck. It is rested upon the junction of the wrist and palm of the hand and the tips of the fingers, the knuckles forming the apex of a triangle, of which the fingers and the palm of the hand are the sides, the length of the base between the extremities of the fingers and the wrist to be determined by the convenience of the player. The thumb is firmly elevated at the side, and forms, with the fore-finger, a groove, in which the cue is made to work. The hand should be firmly pressed on the table to give solidity to the bridge.

THE GENERAL PRINCIPLES.

The American Game unites the principles of all other kinds of games. It is counted by CAROMS and HAZARDS.*

THE CAROM.

To make a carom, the player must cause his own ball to strike two or more balls in the same shot.

When he strikes his adversary's ball and either the light or dark red. he scores *two*.

When he strikes the two red balls, or, in billiard phrase, *caroms* on them, he scores three.

THE HAZARD.

There are two sorts of hazards—*winning* and *losing*.

A WINNING HAZARD is made by pocketing the adversary's ball or either of the red balls.

In the first case, the player scores *two*; in the second, he scores *three*.

When the player pockets his own ball, it is a LOSING HAZARD. If his ball is pocketed after having struck the white or adversary's ball, *two* points are added to the adversary's score.

If the ball is pocketed after having struck either of the red balls, *three* points are added to the adversary's score.

If the ball be pocketed after having made a carom or winning hazard, the player cannot score the count he may have made.

A *miss*, or a failure on the part of the player to strike any other ball with his own, counts *one* for the opponent.

Our pupil now stands before the table in a good attitude, his cue properly balanced and horizontally held, (except in the case of three particular strokes, which will be explained hereafter,) his bridge made in the proper manner, and the balls before him. His object now is to make as many caroms and winning hazards, and as few miscues and losing hazards, as possible. To perform the one and avoid the other, it is necessary to know how to strike his ball in

---

* The Hazard has been ignored, in all match games, of late years; and in contests for the championship, caroms only are scored.

such a manner as to produce the desired effect. The following are five of the principal cue-strokes:

THE CENTRE STROKE.

The accompanying diagram shows at a single glance the five great divisions of cue-strokes. No. 1 is termed the CENTRE STROKE. When the cue ball, thus struck, strikes the object ball full in the centre, the latter takes its motion and follows out the exact track the former would have followed, though with a force diminished in proportion to their specific gravity and to the friction of the space originally between them.

This is the stroke the pupil will begin with, and he must be careful to master it completely before he passes to the second or following stroke.
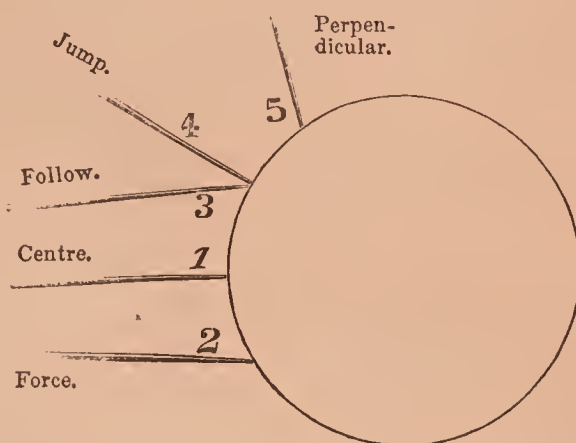
THE FOLLOWING STROKE.

Stroke No. 3 derives its name from the fact that, when the cue ball is impelled against the object ball by such a force, it still continues to follow the latter, although with a decreased momentum. The *rationale* of the stroke is this: The cue, striking the cue ball, as in No. 3, above the centre, besides giving it impulsion, communicates to it a revolving motion in a forward direction. When the cue ball strikes the object ball, the latter assumes the impelling motion, and, as it were, runs off with it, while the forward revolving movement, still acting upon the former, causes it to advance. This stroke is no less interesting than important, and by careful practice of it the pupil will increase his proficiency in the game.

THE FORCE.

Stroke 2, or the FORCE, stands among the first both in beauty and utility. It is the inverse of the FOLLOW, and by it the cue ball is made to recoil when it has struck the object ball. The cue, striking the cue ball *below* the centre, imparts to it two motions, one of which impels it forward and the other causes it to rotate

backwards. When it comes in contact with the object ball it gives its impelling motion to it, and preserving the backward rotatory motion, retrogrades in obedience to it. The attainment of excellence in this stroke will require the pupil's serious attention and careful practice. Many of the too ambitious, who imagine they can conquer the difficulties of billiards by a *coup de main*, are often surprised at the "ripping" result (as far as concerns the cloth) of a too inconsiderate and hasty attempt to "force" their play. This is one of the three strokes in giving which the cue abandons its normal horizontal position; its point is lowered to the extent shown in the diagram.

THE JUMP.

Stroke No. 4 is of minor importance. Its name is due to the effect it produces. The ball struck as in No. 4 jumps from the table in proportion to the strength of the stroke. The reason is very simple. The cue stroke produces on the ball the same effect as if the latter was thrown upon the table at the same angle, and with a force equal to the strength of the stroke given by the cue.

THE PERPENDICULAR STROKE.

This stroke is difficult of execution, and is rarely employed. There are circumstances, however, which occasionally render its employment necessary, as when the player's ball happens to be so closely flanked by two other balls that a carom cannot be made by any other means.

The understanding of the various physical principles on which the above five strokes are based, will, we think, be facilitated by the following diagram:
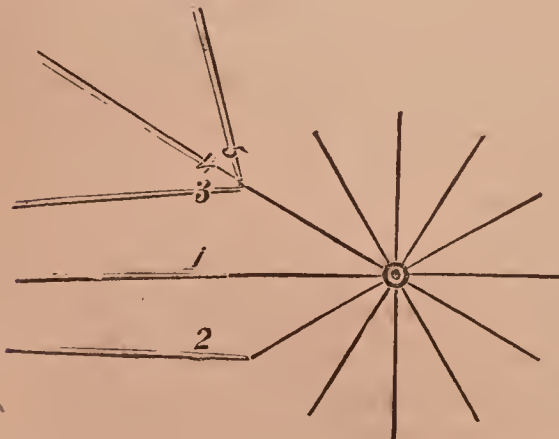
In this diagram, a representation of a wheel is substituted for the figure of a billiard ball, given in the cut preceding it.

If the wheel suspended in the air be struck fairly in the centre spoke at No. 1, it will advance in the direction of the force impelling it. This gives us the principle of the CENTRE STROKE.

If it be struck above the centre, at No. 3, two distinct forces will be imparted, to wit: a forward impelling force and a forward rotatory force. The principle of the following stroke is the same.

If the wheel be struck at 4, two tendencies are likewise imparted to it: a tendency to jump from the concussion and a tendency to advance in the direction of the impelling force. A more familiar illustration may be given, by placing an India rubber ball on the table and striking it at a point corresponding with 4. It will jump up and bound forward from the point at which it has been struck. This shows the principle of the JUMP.

If the wheel be struck as in 5, a rotatory backward tendency will be imparted to it, in addition to a slight forward impelling motion, which is soon neutralized by the friction of the cloth or by contact with another ball, when the rotatory backward movement at once asserts its supremacy and the ball moves in accordance with it. And here we have the principle of the PERPENDICULAR FORCE.

If the wheel be struck at No. 2, a forward tendency and a backward rotating motion will be communicated to it. When the former tendency has been removed either by the preponderance of the rotatory motion or by imparting it to another ball, the wheel or ball obeys the backward rotatory motion by retrograding towards its starting point. The FORCE is thus explained.

The pupil should thoroughly master these first principles, and have constantly before his mind the forces simple and compound which he communicates to the balls by striking them in certain ways, and knowing these he will always have a reason for his play, and elevate himself above the level of a mere automaton billiard player.

Next come other strokes, which, from their being given at either side of a line drawn through the centre of the ball, may be termed side strokes.

When we strike a ball at a distance of one-eighth, one-quarter, or one-half from the centre, we communicate to it the double tendency of advancing in obedience to the propelling force and rotating horizontally in the direction of the side on which it has been struck.

The diagram on the next page represents the billiard ball facing the student. Within it are drawn four diameters; one perpendicular to the bed of the table, one parallel to it, and two diagonals drawn at equal distances from the horizontal and perpendicular

diameters. These diameters are intersected by concentric circles, described respectively with a radius of half and quarter the half diameter. On the horizontal are marked the points where a con-

centric circle with a radius of six-eighths of the whole diameter would intersect. The perpendicular and horizontal are subdivided into eighths, a subdivision which the pupil himself may apply to the same diagonals.
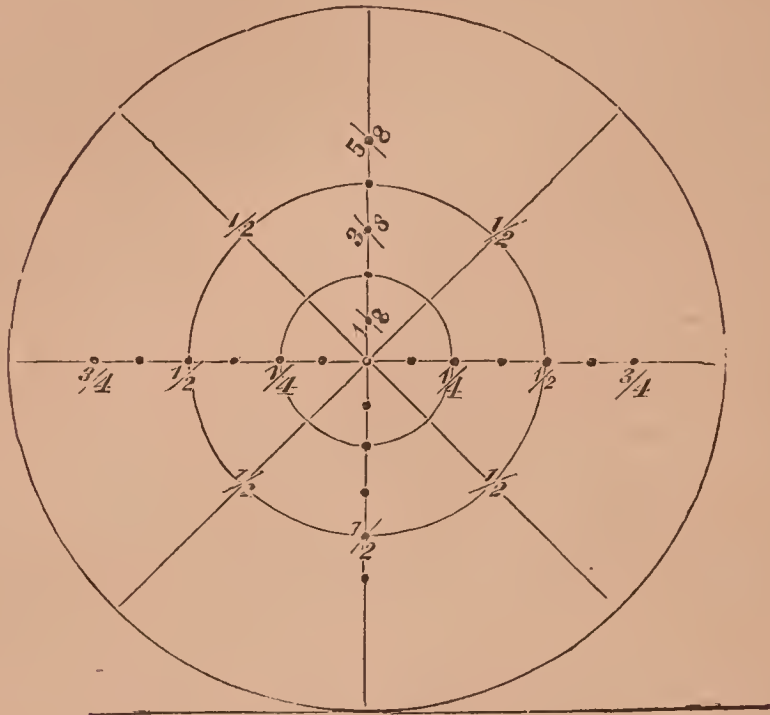
The ball when struck one-quarter or one-half *above* the centre on the perpendicular line will rotate *forward on a horizontal axis*.

When struck *below* the centre on the same line, it will rotate *backward* on a horizontal axis.

When struck on the horizontal line one-quarter or one-half **left** or **right** of the centre, it will rotate on a perpendicular axis in the direction of the side on which it is struck.

When struck at one-quarter or one-half above the centre on either of the diagonal lines, it will rotate on a diagonal axis with a following tendency.

When struck below the centre on the same lines, it will rotate on a diagonal axis with a retrograding tendency.

The billiard ball may be more minutely subdivided, but at present this would only confuse the pupil.

Before we dismiss, for the present, the question of the various axes on which the cue ball is made to revolve by the manner of striking it, we must request the pupil to bear in mind that when it touches any one of the cushions obliquely, its axis undergoes a change, and it revolves on an axis in conformity with the point of its contact with the cushion. Thus a ball struck exactly in the centre by the cue, would, by oblique contact with the left side cushion—the player being supposed to stand at the head of the table—revolve on a different axis to the end cushion, the contact with which would nearly restore it to its original axis, which would be changed again by the oblique contact with the right side cushion. Let the pupil bear in mind also that a change of axis is dependent, not only on the manner of striking and the point of contact, but also on the degree of strength with which the cue ball is struck.

THE PRINCIPLES OF HAZARDS.

Having shown the pupil how and where he was to strike the cue ball, in order to give it motions of various kinds, we will proceed to explain to him how and where the cue ball must strike the object ball, in order to impel the latter in any given direction. The *execution of hazards* depends upon the accomplishment of this. The pupil may increase his facility for making hazards by drawing an imaginary line with the eye from the centre of the pocket through the centre of the object ball; where that line meets the circumference of the ball, is the point where the object ball must be struck to accomplish the hazard.

The pupil's entire attention is required for the diagram on the next page, which will help to explain this portion of our subject. The balls are represented as seen from *above*.

The words "full ball," "half ball," "quarter ball," and "fine ball," marked on the diagram, we will now explain in their exact signification in the present instance:

The FULL BALL is the name given to the contact of the balls when the point of that contact is the exact centre of each ball; when, to the eye, placed on a level with a line drawn through the centre of the cue ball, it would completely mask the object ball, or, to borrow an illustration from astronomy, when they are in apposition. The effect of such particular contact would be to impel the object ball in exactly the same direction as the cue ball would have

continued to follow, had no contact taken place. This will be seen from the diagram, which shows that the course of the object ball, after being struck "full," or, fully, (to speak more grammatically, though less technically,) is a prolongation of the right line drawn through the centre of both balls.
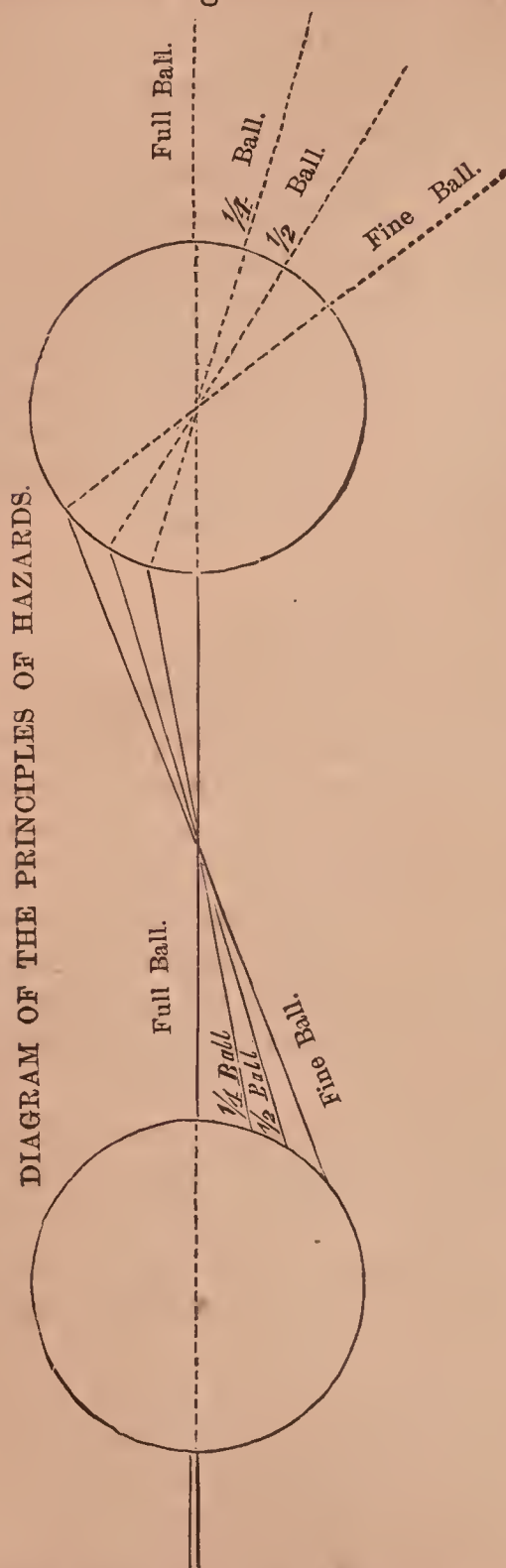
HALF BALL is the contact of the cue ball and the object ball, at a point half-way between the line drawn through the centre, and a parallel line drawn through the extreme possible point of contact. The dotted line, marked half ball, shows the angle the line of direction followed by the object ball would make with the line drawn through the centre. When the object ball is struck at the "half ball's" point of contact, (the cue ball being struck fairly in the centre, and with medium force,) the angles formed by the lines of direction of both balls with the centre line will be equal.

QUARTER BALL is the contact of the cue ball with the object ball, at a point removed from the centre line, about a quarter of the distance between that line and the extreme point of contact possible. The line of direction the object ball thus struck would follow, as will be seen by the accompanying diagram, would bisect the angle formed by the centre line, and the line of direction of the "half ball."

The term FINE BALL is used when the cue ball strikes the object ball at the extreme point of contact. The angle formed by the line of direction taken by the

object ball with the centre line, would be the most obtuse possible. By choosing intermediate points between those shown in the diagram, the player can, of course, still further modify the angle formed by the line of direction of the object ball with the centre line.

The foregoing may be resumed in the following general principle: The further the point of contact is from the centre, the greater the divergence of the object ball from the line drawn throวgh the centre, and the more acute the angle described by the line of direction of the cue ball after the contact.

THE PRINCIPLE OF THE CAROM.

Having treated of the manner of giving any desired direction to the object ball, by the manner in which the cue ball was made to come into contact with it, which constitutes the principle of hazards, the next portion of the game which requires the pupil's attention, and the most important and scientific department in it, is the acquisition of the skill to direct the motions of the cue ball after its contact with the object ball. This is the principle of the carom.

The pupil will set out with the general principle, that the further from the centre the cue ball, if struck exactly in its centre, is made to strike the object ball, the less will it deviate after contact with the latter, from the right line of its primitive direction.

The force necessary to impel a ball from the string to the lower end of the table, etc., is amply explained in the accompanying diagram. Also, observe the following abbreviations. A., means above the *centre* of the ball. B., below the centre. R., to the right of it. L., to the left of it. Q. P., the strength or quantity of power which must be applied to the cue ball. The diagram explains the various qualities by the numerals 1, 2, 3, and 4.

18

QUANTITY-POWER № 1

Q. P. № 2.

Q. P № 3.

Q. P. № 4.
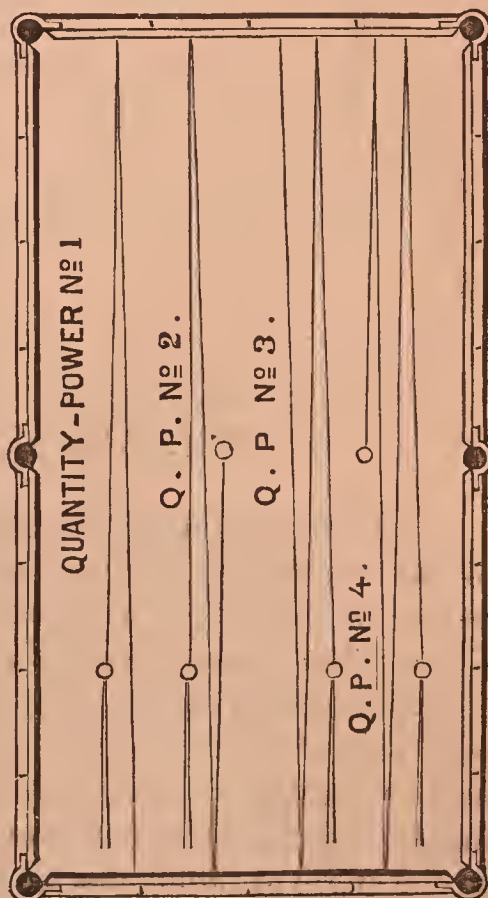
NO. 1.

EFFECTS OF DIFFERENT DEGREES OF STRENGTH.

The accompanying diagram will show the different effects produced by different quantities of power, though the cue ball strike the object ball in exactly the same spot, and the former be struck by the cue at exactly the same point.

For instance, strike the cue ball with Q. P. ½, causing it to come in contact with the object ball at the point indicated in the diagram. The result of the stroke will be a carom on the furthest ball.

Strike the ball as before, merely changing the quantity of power to No. 2, and the result will be a carom on the second ball.

Increase the quantity of power to 3½, and the effect will be a carom on the third or nearest ball.

THE ANGLES OF THE TABLE.

A principal study in the game of billiards to which the attention of the student should be directed, is what are commonly called the angles of the table, or in other words, the course which the balls follow after reverberation from the elastic cushions.

The beginner may take a ball and, striking it fairly in the centre, with proper force, play it in different directions upon the cushions, and by regarding attentively the course it takes after striking a cushion, he will discover that in every case, the angle of reflection is equal to the angle of incidence, or, in other words, the direction of the ball, after striking the cushion, is exactly the counterpart of its course

previous to the contact. This statement presupposes that the *cushions and bed of the table are correct and accurate.*

The principle that the angle of reflection is equal to or coincident with the angle of incidence, will be found sufficiently correct for all practical purposes; but much depends on the nature of the stroke, as the least deviation from the centre stroke produces a corresponding deviation in the angle. Moreover, the strength with which the ball is struck will have a tendency to vary the return angle, as will be hereafter shown. The diagram No. 2 illustrates the simple angles. The student must particularly observe the power or strength required for the different strokes.

For example: play from the spot at the head of the table at the middle nail or sight opposite with Q. P. No. 1, or upwards, and the
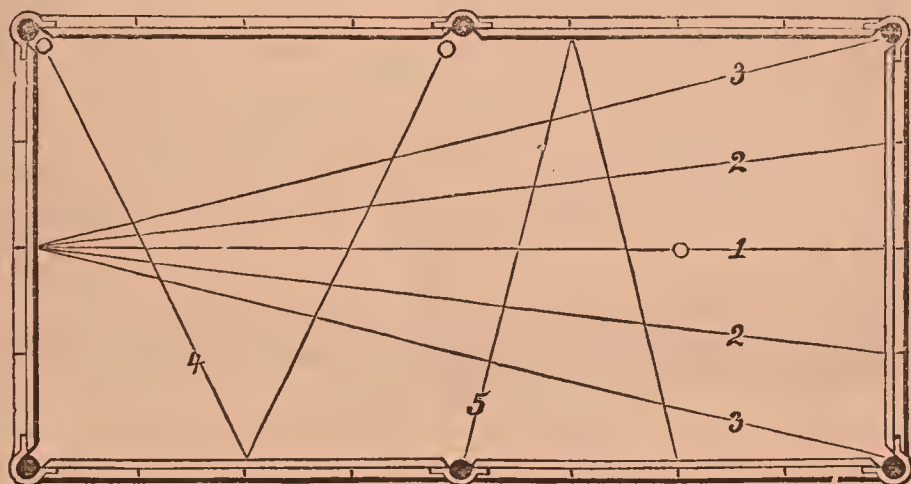
No. 2.

ball, if struck fairly in the centre, will return over its original course, and hit the corresponding nail behind the spot. In this proposition, and in all others, we suppose the cushions to be correct, and the tables level.

Again, play the ball from either of the points marked 2, with Q. P. 2½, and it will return over the corresponding line at an angle of reflection equal to that of incidence.

Play from point 3, on a line between the centre of the lower corner pocket and the nail at the bottom of the table, as marked, with Q. P. No. 3, and the ball will be returned at a similar angle in the opposite pocket. Shots 4 and 5 are further illustrations.

After a little practice in this way, with one ball, the student should take two balls, combining his observation of the motion ac-

quired by the contact of these with that obtained by their subsequent contact and rebound from the cushion.

It is essentially requisite, to constitute a good player, to acquire a perfect knowledge of the angles of the table, and consequently it will repay the student to practise alone at the table, as we have indicated; it will give him an acquaintance with the course of the ball, after contact with the cushions, that will render his future advancement in the game comparatively easy of accomplishment.

DOUBLE OR COMPOUND ANGLES.
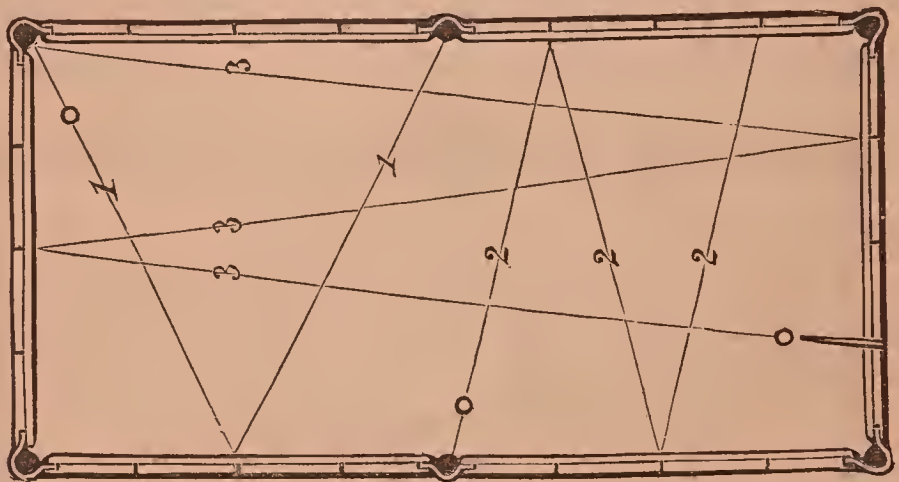
No. 3.

The diagram marked No. 3 exhibits the same principle as the preceding one, but with double or compound angles. There can be no better test of the correctness of the cushions than a trial of these strokes. Thus, if stroke 2 had been played with increased power, the ball would have been pocketed in the left hand upper corner pocket, supposing, for the sake of argument, that cushions absolutely perfect could be found. Of course, however, nothing human is perfect; and the cushions most nearly approaching these requirements are the best.

The stroke marked 1, though the ball has there to travel over a shorter distance, requires to the full as much power as stroke 3, which moves over thrice the space. This is caused by the greater obtuseness of the angle made by 1. If stroke 1 were played with less power the angle would be more obtuse.

The following diagram shows the different angles which will result from the same stroke when played with different degrees of

strength. For example: play from the position marked with Q. P. No. 2, and the ball, after taking three cushions, as shown in the line marked 1, will be delivered into the opposite corner pocket.
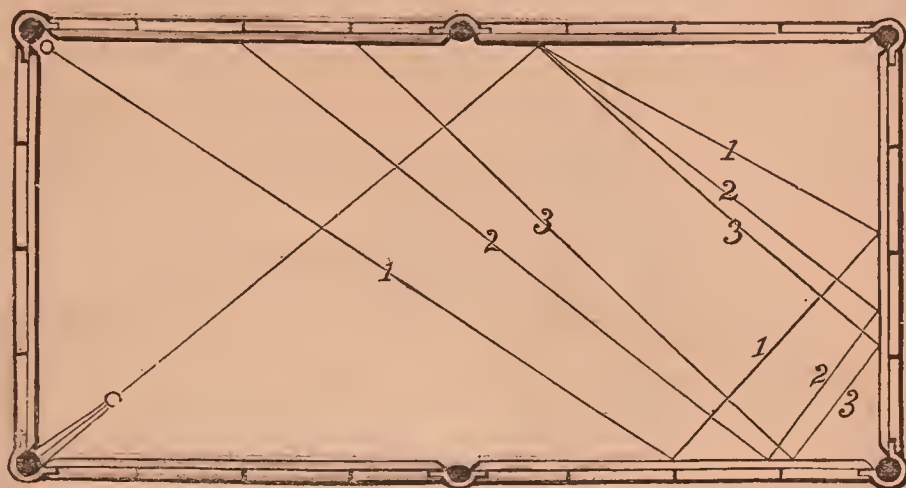
Play the same stroke with Q. P. No. 3, and the increased strength will cause acuter angles, as shown in the lines marked 2. Increase the power still more, and the lines marked 3 will be given—the cue ball to be struck in the centre.

To account for these changes, we must bear in mind that when the ball is struck violently against the cushion, the latter, as it were, grips its side, and sends it spinning forward with a stronger inclination to the perpendicular axis. This change causes the ball to be thrown back from the second and third cushions at angles of reflection more obtuse than those of incidence.

SIMPLE ANGLES PRODUCED FROM THE OBJECT BALL.

We have now so far developed the theory of the game of billiards that the pupil may proceed to practise in an intelligent manner, and not be dependent on chance for revealing to him the effects of certain strokes and certain methods of striking. The student is now familiar with the simple angles in the theory, and must now go to work to produce them, and continue his practice until he can effect them at will.

The diagram on the next page will furnish him two strokes for practice in the production of simple angles from the object ball. Let him commence by making the angles across the table, as in figure 1; and when he can make them, and not before, proceed to practise the shot indicated in figure 2. Perfection in the accom-

plishment of these shots, simple as they may appear, is the founda-
tion of skill in billiards, and as the basis is sound or otherwise, so
with the structure raised upon it.
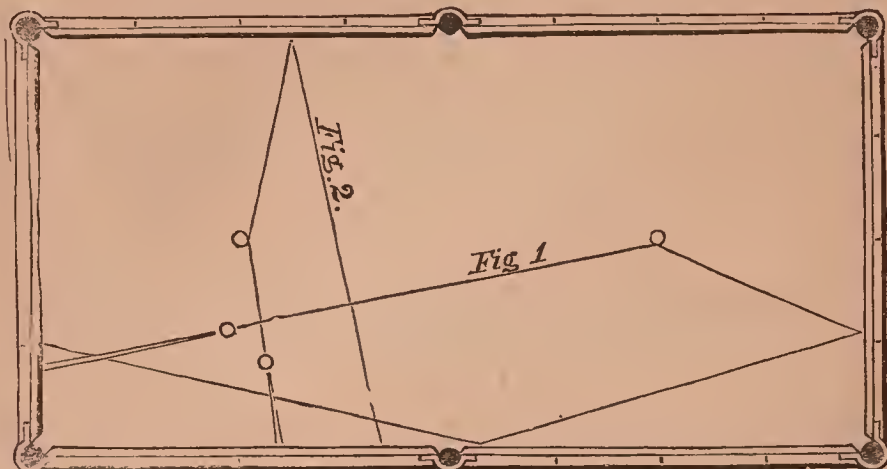
We must impress upon the learner that he must strike the cue
ball exactly in the centre, in all cases, to produce simple angles.
Until he is perfectly grounded in this centre stroke, he must avoid
every thing approaching to the twist with the greatest care. Too
many beginners, in their haste to play like adepts, disdain the
practice of these strokes, and jump at once to twisting shots, forces,
jumps, and even *massés*, forgetting that vaulting ambition o'erleaps
itself and falls on t'other side.

THE SIDE STROKE OR TWIST.

We now come to the effect produced by striking the cue ball on
the side, all our previous illustrations having treated on the natural
stroke, or where the cue ball was struck in the centre.

The cue ball and the object ball being in the same relative posi-
tions, and the point of contact being in all cases the same, the
course of the cue ball, after striking the object ball, can be infinitely
varied at the will of the player by the use of the side stroke.

But let us see how the side stroke is made. *The ball must be
struck on the side on which it is intended to go after contact with the
object ball.* This is imperative. The side stroke does not take
proper effect till the ball comes into concussion with another ball
or the cushion. When the ball is struck on either the right or the
left side, the scientific effect of the stroke is to remove the axis or
travelling centre of the ball a little to the right or left. As the ball

leaves the cue, it travels on this false axis till it comes into contact
with another object. When that contact takes place, the natural
roll of the ball is resumed, and it flies off from the point of impact
by a sharper or more acute angle than it would have done had it
been struck full in the centre. Another point to remember is, that
the side stroke must not be made by a very hard or heavy blow;
the more gentle the stroke, consistent with the object intended and
the distance to be travelled, the greater the certainty of execution.
It will be observed, too, that the ball progresses more rapidly at the
desired angle after impact with the object than before. This arises
from the greater freedom with which the ball travels on its natural
centre.

The accompanying diagram will give some idea of the value of
the "twist" or side stroke, in the game of billiards. The learner
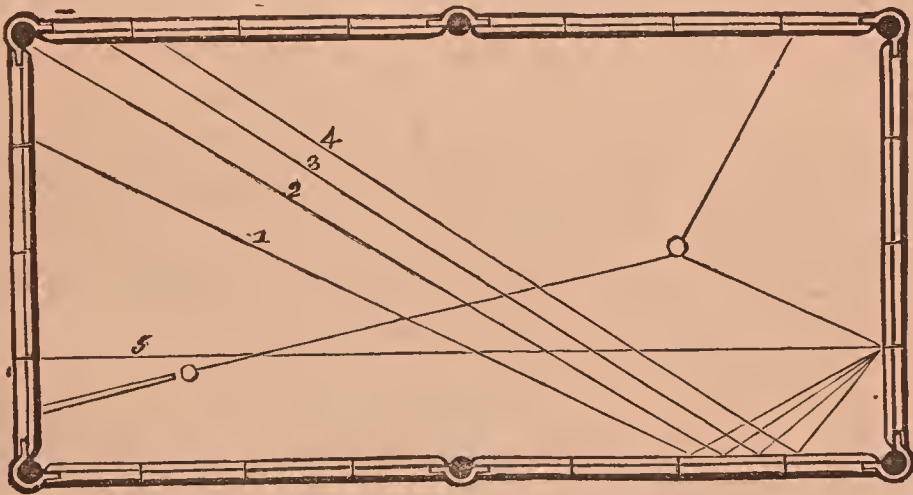
will not fail to appreciate this value when he reflects that the cue
ball, driven from exactly the same point and striking the object ball
each time in exactly the same spot, can be made by various de-
grees of the twisting effect, to follow the different courses marked
by the lines 1, 2, 3, 4, and 5. One need only measure the differ-
ence between the course marked 1 and that indicated by 5 to con-
ceive a proper respect for the potency of the twist.

The points of contact of the cue and the cue ball, and the amounts
of strength necessary to produce these different angles, are the fol-
lowing:

Strike the cue ball ⅛ R., ⅛ A., Q. P. 2½, hitting the object ball so
as to make it follow the track marked out by the line to the left,
and the cue ball will return over line 1.

Strike the cue ball ¼ R., hitting the object ball as before, and the cue ball will return over the line marked 2.

Strike the cue ball R. ⅔, Q. P. 3, and the former will return over line 3.

Strike the cue ball ½ R., Q. P. 3, and it will return over line 4.

Strike the cue ball ¼ L., Q. P. 3, and it will return over line 5.

The production of the different angles marked in the diagram will furnish the pupil with several strokes for practice, which are as important as they are interesting. When he has thoroughly mastered these strokes, when the various points of striking and the different quantities of power are so graven on his mind that he can judge with quickness the requirements of each stroke in these particulars, he will have made a long step in advance into the mysteries of billiard science. His hand may fail to execute what he conceives, but the education of the hand must be the work of time and practice, which alone can discipline it.

<div align="center">THE "FOLLOW" AND "FORCE."</div>

THE FOLLOW.—The principles of the follow have already been laid down in the proper place. It differs from the force, in that the cue strikes the player's ball above the centre, and gives it a forward rolling tendency, which is continued after propelling motion has been communicated, by contact, to the object ball.

Stroke No. 1 (page 417) is a following shot for practice.

Strike the cue ball ¼ A., Q. P. 2½, striking the object ball so as to pocket it, as indicated in the diagram, and the carom on ball 1 will be made by a follow.

THE FORCE.—The principle of this beautiful and useful stroke has been already explained. We briefly recapitulate : The force is that particular cue stroke which, by being applied quickly and sharply below the centre, communicates, at the same time, a forward movement and a retrograde tendency ; the former of which is nullified by contact with another ball, and the latter, then acting alone, causes the ball to move slowly backwards.

Shot No. 2 on the following diagram is given for the practice of the force. The pupil must be exceedingly patient, and persevere in the practice of it. It is the most difficult stroke he has yet essayed, but his time and care will be well repaid by proficiency in the execution of this stroke.

To effect the carom on ball 2, the force must be brought into

requisition : strike the cue ball ¼ B., Q. P. 3, with a quick impulsive motion, hitting the object ball so as to pocket it in the corner pocket, as represented in the diagram, and the cue ball, recoiling,
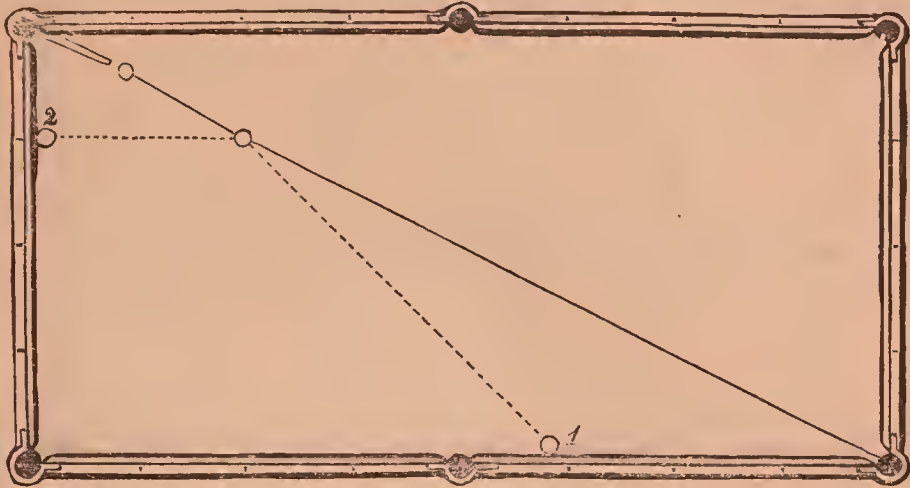
as if it interpreted the wish of the player, will effect the carom on ball 2.

At the risk of repetition, we must again impress upon the learner the necessity of patient and continual practice of these shots. His first attempt will necessarily be attended with failure, but he must not be discouraged or impatient. Great writers have said that industry is genius. It is, indeed, the price of success in every department of study. Let the billiard student remember that patience and perseverance remove mountains.

In the diagram, on the next page, the balls numbered are to be caromed on, those toward the head of the table by a force, those towards the foot by a follow. The marked lines show the course the object ball will take when struck so as to make such caroms as represented on the balls of corresponding numbers. The cue ball is that at which the cue is directed. To force back the ball in a straight line to the place from whence it started, strike the object ball full, the cue ball a quarter or a half below, with quantity of power 2½—which, according to the table of quantities given in our opening lessons, would be the strength sufficient to propel the ball from the string to the opposite cushion, thence back to the cushion behind the string, and thence three-quarters down the table, the unit or quantity of power No. 1 being the amount of force necessary to propel a ball from the string to the opposite cushion, and thence back to the cushion behind the string. The ball must be struck below the centre, and with a quick, sharp force.

18*

To carom by a force on ball 1 in the semicircle towards the head of the table, the cue ball must be struck half below, one-quarter to the left, quantity of power No. 3; the object ball will take the
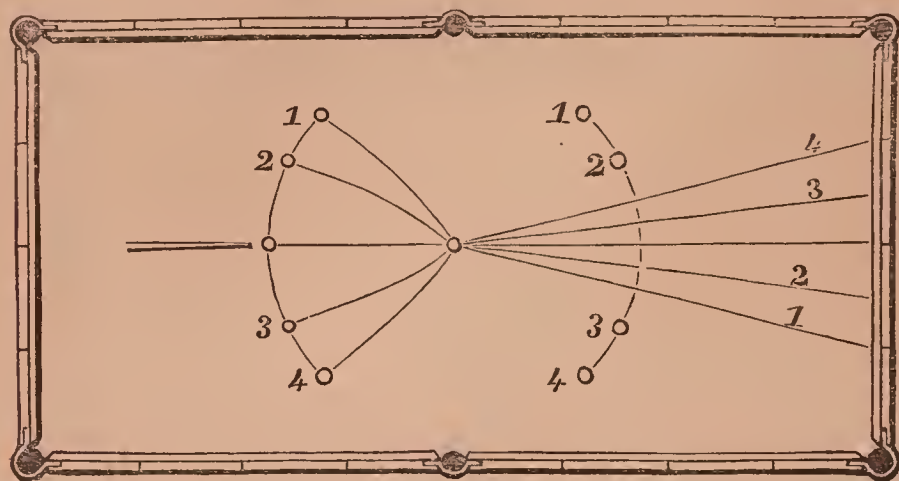
direction of line 1. To carom on ball 2, strike the cue ball one-eighth left, one-half below, quantity of power 3—the object ball to take the direction of line 2. To carom on balls 3 and 4, on the opposite side of the same semicircle, the same quantity of power is to be used as in effecting the foregoing caroms, and the object ball is to be struck in the same manner, only, of course, on the opposite side, which will cause it to pursue the lines marked 3 and 4.

To make the cue ball follow in a direct line after the object ball, strike the object ball full, the cue ball to be struck exactly on the perpendicular central line quartered above, with quantity of power No. 1, or more, at the player's option. To carom on ball 1 in the lower circle, strike the cue ball one-quarter above, with quantity of power No. 3, and the object ball one-fourth to the left of the centre, so that it will take the direction of the line marked 1. To carom on ball 2, strike the cue ball in the same way, and the object ball one-eighth to the left. To make caroms on balls 3 and 4, the object ball must be struck on the opposite side from the foregoing. We must here caution beginners against a dangerous error into which they are liable to fall in the commencement of their billiard studies, both as regards the object ball and striking the cue ball. They are apt to suppose that, to effect a "spread," it is necessary to hit the object ball far from the centre; but, by getting away too far from the centre of the object ball, the consequence is a failure to effect the stroke played for, and striking the cue ball in like manner is productive of "miscues" and other mishaps equally fatal.

POSITION OF THE DIFFERENT SPOTS ON THE BILL-IARD TABLE—ALSO THE SEMICIRCLES OR PLAYING POINTS FOR THE ENGLISH AND FRENCH GAMES.

The letters A, B, C, and D, on the annexed diagram, show the position of the *Spots* on the billiard table. In placing them, a line is drawn down the centre of the table, from the centre nails or sights in the *head* and *lower* cushions; another line is then drawn from the centre sights in the *side* cushions, across the table, and where the lines intersect, the spots are placed. The spot at A, being next the *head* of the table, is the light-red spot, and an imaginary line across the table at this point is the *string;* the spot at B is the dark-red spot.

The spot at C is the English spot, which is to be thirteen inches from the *end* or lower cushion, and is used in playing the English game, but in this country it is generally put about nine inches from the lower cushion.

The spot at D is for two-ball pool and pin pool, and is placed about five inches from the lower cushion.

E shows the pin pool spots, that in the centre being number five; each of the others should be placed about 2½ inches from it, in the position represented on diagram.

F shows the position of the balls in playing fifteen-ball pool. The balls are placed in a triangular frame, so as to insure exactness—

the base of the triangle being parallel with the end, or lower cushion of the table. The highest number—fifteen—should be placed on the deep-red spot, at B.

Figures 1 and 2 show the positions of the semicircles, or playing points for the English and French games.

In playing the English game, the semicircle is drawn from the
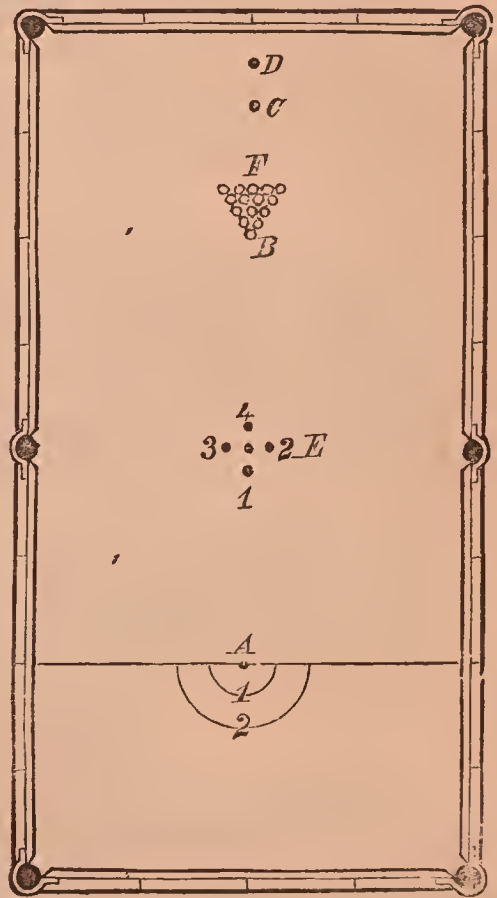
light-red spot, with a radius of ten inches. In England, the spot is placed two feet six inches from the cushion.

The semicircle for the French game is drawn with a radius of six inches.

RULES OF THE AMERICAN OR FOUR-BALL GAME.

RULE I.—ON STRINGING FOR THE LEAD.

Whoever, playing from within the "string-line" against an outside cushion, brings the returning cue-ball nearest the head cushion, which is the one at which the players stand, is entitled to choice of balls and lead. Provided,

1. That, in stringing, the player's ball has not touched his opponent's, while the latter was at rest. 2. Nor has fallen into any of the pockets. In either case the player loses choice and lead. 3. Should the cue-balls, both being in motion, come in contact, the strokes are invalid, and must be played over.

[As soon as the lead has been won, the light-red and deep-red balls are to be placed on their appropriate spots. This regulation, it will be understood, is intended more particularly for match games. In ordinary games, where it is usual for the marker or table-keeper to spot the balls as soon as he brings them to the table, it shall be optional with the players to remove them or not. But in no case must a cue-ball, while being "strung," come in contact with a red ball, which, when once properly spotted, is not to be moved aside. The player whose ball comes in contact with a red, or the other white while it is at rest, forfeits his claim to choice of balls and the lead. Should both cue-balls come in contact with a red, the players must "string" again.]

2. In "stringing," it is required that both cue-balls shall be struck simultaneously, or so near together that one ball cannot reach the lower cushion before the other has been put in motion.

RULE II.—ON LEADING.

1. The player who wins the choice of balls and lead must either roll his ball down toward the lower cushion, as an object for his adversary to play at, or else compel his adversary to lead off, as above described.

2. In leading, the player's ball must be played from within the string line, and struck with sufficient strength to carry it beyond the deep-red ball on its appropriate spot at the foot of the table. But it must not be played with such strength as to repass, after having come in contact with the lower cushion, the deep-red ball.

Nor yet must it touch either red ball, nor lodge on the cushion, nor fall into a pocket, nor jump off the table. In any of the cases mentioned in this section, or in case the cue-ball is not struck with sufficient strength to pass beyond the deep-red, it shall be optional with the adversary (Player No. 2) to make No. 1 spot his ball on the pool spot nearest the lower cushion, or lead again ; or he may take the lead himself.

3. No count or forfeiture can be made or incurred until two strokes have been played.

[For the purpose of Section 3, the " lead off " is considered a stroke, and no forfeiture of points shall be exacted either for the compulsory miss made by the leading player, or for his ball falling into a pocket.]

4. Once the lead is made, the game is considered as commenced, and neither player can withdraw except under circumstances specified in Rule VII.

RULE III.—ON OPENING THE GAME.

1. The game is opened by player No. 2 playing on the white ball at the foot of the table.

2. Should he fail to hit the white first, or fail to hit it at all, he forfeits one point, which shall be added to his adversary's score. Should he pocket himself after hitting a red ball first, he loses three points, even though he may have subsequently hit the white.

[Hitting a red ball first, at the opening of the game, when the white is the only ball that can be played directly upon, is tantamount to a miss. Hence the penalty of three for a pocket when a red ball has been struck first. The red, when disturbed, must be replaced on its proper spot, if vacant ; if the spot is occupied by another ball, the red must remain off the table until its spot is uncovered and all the balls have ceased rolling.]

RULE IV.—ON FORFEITURES.

1. If the striker fails to hit any of the other balls with his own, he forfeits *one* point, which, as well as other forfeitures, must be added to his adversary's score.

[There are two exceptions to this rule. The first occurs in leading off, and has already been explained. The second is where the cue-ball, while at rest, is in contact with another ball. Then the player does not forfeit. It is impossible to cause the cue-ball to hit, by a direct stroke, the ball with which it is in contact, and the player should not be penalized for failing to accomplish an impossibility. But, as it is possible for him to count by playing *away* from that ball—for example, by striking some other ball, or a cushion, *first*, or by taking up all the balls if his own is in contact with two

or more—it is a settled ruling that, in case he should pocket his own ball by accident or design, or send it over the table, or cause it to lodge upon the cushions, he must pay forfeit—*two* points, if his ball was in contact with a white, and *three* if it was a red.]

2. The striker forfeits *two* when the ball that he plays with is pocketed, or lodges on the cushion, or goes over the table, after having struck or been in fixed contact with the other white, no matter whether it has touched one or both of the reds.

[An exception to this clause will be found in Rule III., Sec. 2.]

3. The striker forfeits *three* when the ball that he plays with is pocketed, or lodges on the cushion, or goes over the table, after having come in contact with one or both of the reds, and not the white. The same applies if neither red nor white be struck.

[By "lodging on the cushion" is meant a ball that has bounded off the bed of the table and become settled on the top of the cushion. Should the cue-ball, after mounting the cushion, return to the bed of the table and effect a carom or a hazard, the stroke is fair, and must be counted.]

4. If the player cause any ball to jump off the table, and should it, by striking any of the bystanders, be flung back upon the table, it must still be treated as if it had fallen to the floor. If a red ball, it must be spotted ; if a white, held in hand. Should it be the last striker's ball, he forfeits two or three, the same as if it had gone into the pocket.

RULE V.—ON FOUL STROKES.

The penalty of a foul stroke is, that the player cannot count any points he may have made by such stroke, and his adversary is entitled to the next play. The following, in addition to those already mentioned, are foul strokes :

1. If either player plays with his opponent's ball, the stroke is foul ; and, if successful, he cannot count, provided the error is found out before a second shot is made.

2. Should two or more strokes have been made previous to the discovery, the reckoning cannot be disturbed, and the player may continue his run with the same ball, or he may have the balls changed. The same privilege is extended to the opposing player when his turn comes to play.

3. Should it be found that both players have used the wrong ball successively, he who was first to play with the wrong ball cannot put in a claim of foul against his opponent, as the latter,

in using the wrong ball, was simply playing from his proper position on the table.

[It is the position of the cue-ball, and not its mere color or designation, that governs. Aside from this, before one player can charge another with error, it must be shown that no act of his contributed to that error.]

4. Though the striker, when playing with the wrong ball, cannot count what points he may make, except in those cases mentioned above, nevertheless, whatever forfeitures he may incur while playing with the wrong ball, he is bound to pay, as if he had been playing with his own.

5. Should, however, both the white balls be off the table together, and should either player, by mistake, pick up the wrong one and play with it, the stroke must stand, and he can count whatever he has made.

[As he plays from his proper position, it is immaterial, because no advantage is to be gained, which ball he uses. In this case, as in the others, where it is permitted to play with the wrong ball, the balls should be changed at the conclusion of the run. This will prevent confusion and disputes.]

6. If the striker play at a ball before it is fully at rest, or while any other ball is rolling on the table, the stroke is foul.

7. If, after going into a pocket, a cue-ball or an object-ball should rebound and return to the bed of the table, it must be treated as a ball not pocketed.

8. If the player, when playing with the butt or side of his cue, does not withdraw the butt or side before the cue-ball touches the first object-ball, the stroke is foul.

9. A stroke made while a red ball is off the table, provided its spot is unoccupied, is foul. When its proper spot is occupied, the red must remain off the table until its spot is vacated and all the balls have ceased rolling. (See following rule.)

10. If the game being played is one in which hazards, or pockets, do not count, a red ball that has been pocketed or forced off the table shall be spotted on another spot, provided its own is occupied, and provided, also, the non-striker's ball is off the table at the time. If the light-red, it shall be placed on the dark-red spot; and if that spot is occupied, the light-red shall be placed on the pool spot at the foot of the table. If the dark-red, it shall be placed on the light-red spot, etc. If both reds are off the table at the same time, and their spots are occupied by the two whites, one

of the reds may be placed on the pool spot. The other must remain off the table until its proper spot is vacant.

[Where hazards are played, there is no necessity for this rule. The old one, which still applies to hazard playing, was framed when the full game (*i. e.*, hazards and caroms) was in vogue in this country. The carom game has superseded the full game, and it has been found necessary to remodel this rule. It has often happened, under the rule relative to a pocketed red ball, that a carom could not by any possibility be made. For example, one player, in making a carom, accidentally holes his own ball and the dark-red. The other white ball, which has also been struck, stops in such a position as to prevent the spotting of the red. The incoming player, who did not contribute in any way toward the mishap, or, it may be, misplay of his opponent, and should not be made to suffer therefor, has but *one* ball at his command. How is he to make a carom? In the old or full game, he could count by pocketing the light-red; but in the carom game he can make no count whatever. As the spirit and intent of billiards is to count, it needs no argument to convince the reader that that system of play must be false which at any time makes counting an utter impossibility. It is partly with this view that the rule relative to balls in fixed contact has been amended so that a count may be effected when, through an inequality in the cloth or balls, the cue-ball adheres to two or more others, thus precluding either a carom or a hazard.]

11. If, after making a successful stroke, the player obstructs or otherwise affects the free course of any ball in motion, the stroke is foul, and he cannot score the points made thereby.

12. A touch is a shot. And if, while the balls are at rest, a player touches or disturbs any ball on the table other than his own, it is foul. He has, however, the privilege of playing a stroke for safety, provided his own ball has not been touched, but he can make no count on the shot.

13. In playing a shot, if the cue leaves the ball and touches it again, the stroke is foul.

14. If the striker, through stretching forward or otherwise, has not at least one foot on the floor while striking, the shot is foul, and no points can be reckoned.

15. If, when the player's ball is in hand, he does not cause it to pass outside the string before touching any of the object-balls or cushion (except in the case mentioned in the following rule) the stroke is foul, and his opponent may choose whether he will play with the balls as they are, have them replaced in their original positions, or cause the stroke to be played over; or, should the player make a losing hazard under such circumstances, the penalty may be enforced.

16. Playing at a ball whose base or point of contact with the table is outside the "string," is considered playing out of the

"string;" and the stroke is a fair one, even though the side which the cue-ball strikes is hanging over, and therefore within the "string."

17. Playing directly at a ball that is considered in the "string" is foul, even though the cue-ball should pass wholly beyond the "string" line before coming in contact.

18. Giving a miss inside the "string," when the player is in hand, is foul. But he may, for safety, cause his ball to go out of the "string" and return.

19. If a player alters the stroke he is about to make, at the suggestion of any party in the room—even if it be at the suggestion of his partner in a double match—the altered stroke is foul.

20. Placing marks of any kind whatever, either upon the cushions or table, is foul; and a player, while engaged in a game, has no right to practice a particular stroke on another table.

RULE VI.—ON CASES WHERE THE BALLS ARE IN CONTACT.

[At the request of a majority of the leading players, amateur and professional, the rule observed since 1858, under which no count could be effected unless the striker first played upon some ball other than that with which his own was in contact, has been amended as below. The new rule went into effect January 1, 1867.]

1. When the cue-ball is in contact with any other ball, the striker may effect a count either by playing first upon some ball other than that with which his own is in contact, or by playing first against the cushion, or by a *massee*. In either of the two last mentioned cases, it is immaterial which ball the returning cue-ball strikes first.

2. Should the cue-ball be in contact with all the other balls on the table—or, if with two balls only, while the remaining ball is on the table, in such a way that the striker cannot play either on the free ball or the cushion *first*—it shall be optional with him to have all the balls taken up and the reds spotted as at the commencement of the game. It shall also be at his option to take the lead himself or compel his opponent to lead.

[This is the same as starting the game anew, except that there is no occasion to "string" for the lead and choice of balls. The sharper's trick of first betting that he

can so place the four balls that his dupe can make no legitimate count off of them, and then surrounding the cue-ball with the other three in firm contact, is thus done away with.]

RULE VII.—ON WITHDRAWING FROM, WITHOUT FINISHING, A GAME.

1. The player may protest against his adversary's standing in front of him, or in such close proximity as to disarrange his aim.

2. Also, against loud talking or any other annoyance by his opponent, while he is making his play.

3. Also, against being refused the use of the bridge, or any other of the instruments used in that room in playing, except where a special stipulation to the contrary was made before commencing the game.

4. Or in case his adversary shall refuse to abide by the marker's, referee's, or company's decision on a disputed point, which it was agreed between them to submit to the marker, or company, for arbitration. In any one, or all of the foregoing cases, if the discourtesy be persisted in, the party aggrieved is at liberty to withdraw, and the game shall be considered as drawn, and any stakes which may have been depending on it must be returned.

5. Should the interruption or annoyance have been accidental, the marker, if so requested by the player, who is entitled to repeat his stroke, must replace the balls as near as possible in the position they occupied before the player made the stroke in which he was interrupted.

RULE VIII.—ON CASES IN WHICH THE MARKER MUST REPLACE THE BALLS, IF CALLED ON, AS NEARLY AS POSSIBLE IN THEIR FORMER POSITION.

1. In the case mentioned in the 5th paragraph of the preceding rule.

2. Where any of the balls, when at rest, are moved by accident.

3. Where any of the balls, while rolling, are suddenly obstructed either by accident or design on the part of any person other than the player. In this case, the marker, if so requested by the players or referee, shall place the interrupted ball as nearly as possible in

the situation which it would apparently have occupied had it not been stopped.

4. Where the cue-ball, resting on the edge of a pocket, drops into it before the striker has time to play.

5. Where the object-ball, in a similar position, is rolled back into the pocket by any of the ordinary vibrations of the table or atmosphere.

6. In all the cases aforementioned, where it is specified that in consequence of a foul stroke, the player's opponent shall have the option, either of playing at the balls as they are, or causing them to be replaced by the marker.

7. When either or both the red balls are pocketed, or forced off the table, it is the marker's duty to spot them before another stroke is played—unless (the game being played in caroms and pockets) the spot appropriate to either be occupied by one of the playing balls, in which case the red one must be kept in hand until its position is uncovered.

8. If, after playing a ball, the player should attempt to obstruct or accelerate its progress by striking it again, blowing at it, or any other means, his opponents may either play at the balls as they stand, or call upon the referee or marker to replace them in the position they would otherwise have occupied.

9. It is the duty of each player to see that a ball is properly spotted before the next stroke is made. As in the case where a player is in hand, a claim of foul, after the cue-ball has been struck in the one instance, and the red ball disturbed in another, cannot be entertained. All claims to the effect that the red ball is not on its spot, or that the striker's ball is not inside the "string" when he is about to play after having been in hand, should be made *before* the stroke is played, as it can seldom be decided, *after* the stroke, whether there was any ground for the claim.

RULE IX.—ON THE DUTY OF PLAYERS TO EACH OTHER.

1. Each player must look after his own interest, and exercise his own discretion. His opponent cannot be compelled to answer such questions as, "Is the ball outside or inside the string?" "Are the

balls in contact?" and so forth. These are questions for the player's own judgment to decide.

2. When the cue-ball is very near another ball, the player must not play directly upon that ball without having warned his adversary that they do not touch, and given him or his umpire time to be satisfied on that point

[As, in the event of his ball being "fast," the only effect would be to prevent his playing directly upon that ball, it is the striker's privilege to play, and without giving warning, upon some other ball that is manifestly at a distance from his own.]

3. It is obligatory upon the adversary or umpire to call "time!" or give some other notice of his approach, if, while the player is preparing to make a stroke, either of them desires to look at the balls, or submit a question to the referee

4. Each player should attend strictly to his own game, and never interfere with his adversary's except in the cases mentioned in Section 9 of Rule VIII., or when a foul stroke or some other violation of these rules may call for forfeiture.

RULE X.—ON THE DUTY OF THE MARKER AND THE SPECTATORS TO THE PLAYERS.

1. In a single game, no one, except the player and his umpire, has a right to interfere with the play, or point out an error which either has been or is about to be committed. The player to whose prejudice the foul stroke is being or has been made should find that out for himself.

2. Even after a stroke has been made, no one in the room has any right to comment on it, either for praise or blame; for the same stroke may occur again in the course of the game, and the player's play may be materially altered by the criticism to which he has just been listening.

3. Let the marker and spectators keep their places as much as possible, for if they crowd or move around the table they are *liable* to interfere with the players, and certain to distract their attention.

4. When the spectators are appealed to by the marker or referee for their opinion on a point which he has been asked, but finds

himself unable to decide, such of them as are well acquainted with the game should answer according to the best of their knowledge and belief. Those who know little or nothing of the game would oblige themselves and others by at once confessing their incompetency. Either they may not have seen the disputed stroke, or, seeing it, may not have been familiar with its merits.

RULE XI.—ON THE MARKER'S DUTIES IN PARTICULAR.

The marker's duties may be thus summed up:—

1st. To proclaim each count in a voice that can be heard by the player at his own table. 2d. To post the total run made by each player before the next begins to strike. 3d. To spot the balls when necessary. 4th. To furnish the bridge and other implements of the game, when called for. 5th. To see that the player be not obstructed in his stroke by being crowded by the spectators. 6th. To decide without fear or favor all questions of order and fairness which shall be officially laid before him for his opinion. But, 7th. Let him never volunteer a remark upon any portion of the game. 8th. Let him never touch any but a pocketed ball himself, nor allow any other person except the players to touch one, except when officially called upon to replace the balls, as specified in rule VII., or when asked to decide as to which is the ball that properly belongs to the player. In this case, should the spot be turned down on the table, he may lift the ball to ascertain the fact—but never let him touch them voluntarily. 9th. Finally, when called upon to decide a disputed point, when there is no umpire or referee appointed, of which he has no personal knowledge—the fairness of a shot which was made when he was looking elsewhere, for instance—let him proclaim silence, and take the opinion of such of the company as avow themselves competent to judge. The voice of the majority should be allowed to settle all debate; but should their decision be flagrantly in conflict with any of the well-known and admitted rules hereinbefore laid down, the party who fancies himself aggrieved may give notice of appeal, to lay the question before what the lawyers would call "a jury of experts" of the recognized rules. This appeal is final; but it must be made, and the decision given, before another stroke is played.

INSTRUCTIONS TO THE MARKER,

FOR KEEPING COUNT OF THE AMERICAN, OR FOUR-BALL GAME.

1st. Give the striker TWO for pocketing his opponent's ball, or for caroming on a white and red. 2d. Give him THREE for each red ball pocketed, or for a carom on the two red balls. 3d. Give him FOUR for caroming on a red and white, and pocketing his opponent's ball. 4th. Give him FIVE for caroming on all the balls, no matter in what order they are touched; also FIVE for holeing a red ball and caroming on his opponent's, and FIVE for caroming on the two red balls and pocketing his opponent's. 5th. Give him SIX when he caroms on the two red balls, and pockets one of them. 6th. Let him have SEVEN when he caroms on a white and red ball, and pockets both; the same when he caroms on all the balls, and pockets the white. 7th. For pocketing one of the red balls, and caroming on all the others, let him have EIGHT; also for caroming on the two reds, pocketing one of them, and also his opponent's ball. 8th. Give him NINE for caroming on the two reds, and pocketing them. 9th. For caroming on all the balls and pocketing a red ball and his opponent's, give him TEN. 10th. For caroming on all the balls and pocketing the two reds, let him have ELEVEN. 11th. Let him have THIRTEEN (the highest figure that can be won by one stroke in this game) when he caroms on all, and pockets all the balls, except his own. 12th. Give his adversary ONE when the player makes a miss, or fails to hit any of the balls on the table with his own. 13th. Give his opponent TWO when the player's ball jumps over the side of the table, or lodges on the top of the cushion after it has struck a white ball; TWO, also, if the player pockets his own ball after touching his opponent's. 14th. The opponent takes THREE when the striker pockets his own ball, without touching any other on the table, or after it has touched a red; or causes it to jump off the table or lodge on the cushion, under the same circumstances; or, in opening the game, goes into the pocket after having touched a red first and afterwards the white.

FURTHER RULES FOR THE FOREGOING GAME, WHEN PLAYED AS A FOUR-HANDED MATCH.

In a four-handed match—two playing in partnership against two —the foregoing rules of the single game must be substantially observed, with the following additions:

In this double match, the player's partner is at liberty to warn him against playing with the wrong ball, or playing when his ball is in hand, at an object ball within the string; but he must *not* give him any advice as to the most advantageous mode of play, etc., etc., except it has been otherwise agreed before the opening of the game.

FURTHER RULES FOR THE SAME GAME, WHEN PLAYED BY THREE INDEPENDENT PLAYERS.

The rules of the single American game are substantially binding in the three-handed game, with the following additions, to meet the increase of players:

1st. The players commence by stringing for the lead, and he who brings his ball nearest to the cushion (as in the single game) wins the choice of lead, balls, and play; and he who brings his ball next nearest to the cushion has the next choice of play.

2d. All forfeitures in this game count for *both* of the opponents, at the same rate as in the single-handed game.

3d. He who can first make sixty-six points is out; the other two continue until one reaches the hundred.

4th. When he who has first made sixty-six retires from the game, the player whose hand is out adopts his ball, as that ball is entitled to its run, and also to the next play.

5th. If the player should cause both his opponents to become sixty-six by a forfeiture, neither of the parties can claim game thereon, but must win it by their next count. But if only one of the opponents be in a position to become sixty-six by a forfeiture, then the forfeiture reckons as usual, and that opponent wins the game when such forfeiture is made.

RULES FOR PLAYING FIFTEEN BALL POOL.

1st. The order of playing may be settled by a number of little balls (as many balls as there are players). They are drawn at random by the marker and presented to the different players

These little balls are numbered one, two, three, etc., up to the number of players; and the number engraved on the ball which the marker hands to the player decides his position in the game, and the order of rotation. The player plays from behind the string, as in the ordinary game, and may miss if he likes—but the miss, and all misses at this game, will score *three* against him. The other players follow him in their order of rotation.

2d. The player, if it pleases him, may use either the butt of the cue or the mace, and jam his own ball against the others, not being obliged to withdraw the mace or cue before the cue ball comes in contact with the object ball.

3d. As the sum total of the figures on the 15 balls amounts only to 120, of which 61 is more than half, whoever makes the latter number first is winner, and may claim the stakes.

4th. Three points are deducted from a player's score for making a miss or losing hazard, or forcing his own ball off the table.

5th. If the player pockets one or more of the object balls and his own ball at the same time, he cannot score for the numbered balls, which must be placed on the spot, or in a line behind it, if the spot be occupied, and he forfeits three for his losing hazard.

6th. A hazard is good in this game, even when the cue and object balls are in contact.

7th. As in the ordinary game, the player, when the cue ball is in hand, may play from any place within the string at any object ball outside it.

8th. And should none of the object balls be outside, he may spot that which is nearest out of the string on the deep-red spot, and play accordingly.

9th. Should there be a tie between two or more of the highest players, its decision may be referred to the succeeding game; and whoever counts highest in that, shall be declared the victor of the former one, totally independent of the game that is then on hand. A man may thus win an undecided game of fifteen ball pool by scoring one in the succeeding game, provided neither of his adversaries scored any thing at all.

10th. Should they again be tied in the second game, it may be referred to a third.

11th. Should the striker, while taking aim or *preparing* to play, disturb any ball on the table, the stroke is foul. If the cue-ball was disturbed, it shall be counted a stroke, and he forfeits three if

the cue-ball touched no other. If it is an object-ball that was disturbed, he may play a stroke for safety, but can make no count.

12th. But should he by accident disturb any ball than his own, *after* he has made his stroke, it is not foul. After the ball or balls are replaced in their proper positions, he may continue his play.

13th. Should a player play out of his turn when not called on to do so, it is foul, and the balls should be replaced in their original position, and he whose turn it was to play, plays.

14th. But should a player be called on to play, and he makes more than one stroke before being checked, even if it should be out of his turn, the strokes so made are fair, and he is entitled to any counts he may have made by such strokes.

15th. Should any of the balls on the table be accidentally disturbed by any other person than the player, they should be replaced, as near as possible, in their proper positions, and the player allowed to continued.

16th. All rules governing the regular American game of Billiards not conflicting with these apply to this game also.

17th. This game is sometime played for small stakes, but more frequently the only issue to be decided is—who shall pay for the use of the table. This charge must be met by the player who has the lowest count, and it is quite possible in this game for a player's count (owing to forfeitures of various kinds) to be half a dozen or dozen worse than nothing. Thus, if A had neither won nor forfeited anything, while B had pocketed balls 5 and 3, but had also made three forfeitures—B would have to pay, as his forfeitures amounting to 9 and his assets only to 8, would leave him worse off by one than A, who stood at simple zero, while B was zero minus one.

REMARKS.—This game is full of excitement, and offers better chance for hazard practice than almost any other on the board.

Each player is to pocket as many balls as he can, the number on each ball pocketed being scored to his credit; so that not he who pockets the largest number of balls, but he whose hazards, when added up, yield the largest total, wins the game. Thus, A might pocket all the balls numbered from one to seven, and his total would be but twenty-eight; while B, with a better eye to the main chance, would walk away from him by pocketing the balls marked fourteen and fifteen, giving a total of twenty-nine.

RULES FOR THE GAME OF PIN POOL.

The following rules are for the game, as played in New York and its vicinity, and may be adapted in the important matter of counts, forfeitures, &c., to the game, as played in all other parts of the Union. In Philadelphia, and other places, four balls are used in playing it. We shall, therefore, lay down rules for the regular game as played in New York; for to enter into all the varieties would be an endless task; and when once the general rules are understood, the different variations may be readily brought within its operation.

The game of Pin Pool is played with two white balls and one red, together with five small wooden pins, which are set up in the middle of the table, diamond-fashion, as in the Spanish game. But in the latter game, each pin had the value of two points; while in this, each pin has a value to accord with the position it occupies.

<p align="center">4*</p>

<p align="center">3*   5*   2*</p>

<p align="center">1*</p>
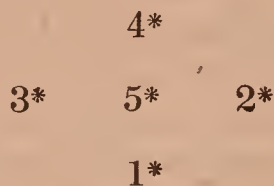
The pin nearest the string line is called No. 1; the pin to the right of it, No. 2; to the left, No. 3; the pin farthest from the string line, No. 4; and the central pin is No. 5. These numbers are generally chalked on the table in front of each particular pin.

Neither caroms nor hazards count; for pocketing your own ball, or causing it to jump off the table, or lodge on the cushion, or for missing altogether, you lose nothing. The only penalty is, that the ball so offending shall be spotted about five inches from the lower cushion, midway between the corner pockets.

When the pins are arranged, the rotation of the players is determined in like manner as in fifteen ball pool; after which, each player receives from the marker a little number-ball, which is termed his private ball, the number of which is not known to any of his opponents.

The object of the players is to knock down as many pins as will count thirty-one, when the number on the private ball is added to their aggregate: thus, if a player's private ball be No. 9, he will have to gain twenty-two points on the pins before calling "Trento-

un," and whoever first gets thirty-one points in this manner, wins the pool.

When the rotation of the players is decided, the red ball is spotted about five inches from the lower cushion, and midway between the pockets, on a line drawn down the centre. The game is then commenced.

Rule 1st. Player No. 1 must play with either of the white balls at the red, or place his own ball on the deep-red spot.

2d. Player No. 2 must play at either ball, or spot his own ball on the light-red spot.

3d. Players Nos. 1 and 2 may play from any part within the string. No. 2 can play on any ball outside the string; and should none be so situated, he may have the red ball placed on its appropriate spot.

4th. After the second stroke has been played, the players, in their order, may play with or at any ball upon the table.

5th. Unless the player has played on some ball upon the table before knocking down a pin, the stroke, under all circumstances, goes for nothing, and the pin or pins must be replaced. But should two balls be in contact, the player can play with either of the balls so touching, direct at the pins, and any count so made is good.

6th. If a player, with one stroke, knock down the four outside pins, and leave the central one standing on its spot, under any and all circumstances he wins the game.

7th. But if the player has knocked down pins whose aggregate number, when added to the number on his private ball, exceeds a total of thirty-one, except in case mentioned in Rule 6, he is then "burst," and must then drop out of the game, unless he claims the "privilege." If he wishes to claim this, he must do so before another stroke is made, as otherwise he can only re-enter the game by the consent of all the players.

8th. Players having bursted, can claim "privilege" as often as they are burst; and when privilege is granted, the player draws a new private ball from the marker, and has then the option either of keeping that which he originally drew, or adopting the new one then drawn; but one or other he must return, or else he cannot, under any circumstances, be entitled to the pool.

9th. Every privilege taken succeeds the last number of the players in the order of its play. Thus, if there are ten players, and No. 2 bursts, he appears again under privilege as No. 11, and follows No. 10; and all the players that are burst after him will have to

follow No. 11, in the order of their re-entry into play : so that if it be the highest number in the pool that bursts, he will follow on immediately after choosing his private ball.

10th. If a player make a miss, or pocket his own ball, or cause it to jump off the table or lodge on the cushion; or if, after jumping off, it should be thrown back upon the table by any of the bystanders—under any of these circumstances, the ball must be placed on the spot, five inches from the lower cushion, on the central line ; or, should that be occupied, then on the deep-red spot; or, should that also be occupied, then upon the light-red spot.

11th. Should the spot appropriated to any of the pins which have been knocked down, be occupied by any of the balls, said pin must remain off until said spot is again uncovered.

12th. If a player has made thirty-one, he must proclaim it before the next stroke is made; for which purpose, a considerable delay must be made between each play, more especially in the latter portion of the game.   But if a player has made thirty-one, and fails to announce it before the next play (a reasonable time having passed), then he cannot proclaim the fact until the rotation of play again comes round to him.   In the mean while, if any other player makes the number, and proclaims it properly, he is entitled to the pool, wholly irrespective of the fact that the number was made, though not proclaimed, before.

13th. Merely touching a pin or shaking it goes for nothing, and the pin must be replaced on its spot.   To count a pin, it must be either knocked down or removed two full inches from the spot on which it stood; in which case it shall be counted, even though it maintains the perpendicular.

14th. A player cannot score any count he may have made by playing out of his turn; but if he has made pins enough to burst him by such stroke, the loss is established, unless in cases where he was called on to play by some other of the players, or the marker, who either believed or pretended it was his turn.   In such case he cannot be burst by his stroke, and he whose turn it was to play, plays next in order.

15th. Pins which have been knocked down by a ball whose course has in any wise been illegitimately interfered with, do not count; nor can pins knocked down by any other ball, set in motion by the same play, be reckoned.

16th. If a ball jump off the table, and be thrown back by any of the bystanders in such a way as to knock down pins, such pins do

not count, and the ball must be spotted as aforementioned, and the pins replaced. But if any other ball set in motion by the same stroke gets pins, the pins so made by the other ball must be reckoned.

17th. If the marker finds that there are any of the private balls missing, it is then his duty to announce the number of the missing ball; as in no case can a player having that ball, or more than one private ball in his possession, win the pool. His other duties consists of keeping and calling the game at each stroke, and seeing that the pins and balls be spotted when and as required.

18th. A player taking a privilege is entitled to a shot, to secure his stake to the pool.

THREE-BALL CAROM GAME.

This game is played with three balls, two white and one red.

The red is placed on the spot assigned to the deep-red in the American four-ball game. At the commencement of the game, one of the white balls is placed on the light-red or upper spot, connected with which is a semicircle of six inches radius. The other white ball, being in hand, may be played from any part of this semicircle, which answers for what in the four-ball game is known as "the string." And whenever the cue-ball is in hand, the player has the right of so playing it.

In France, where the game had its origin, there is no standard code of rules to govern it. In this country, the following rules are observed: Points are reckoned by caroms, which ordinarily count one point each. When more than one point is counted for a carom, it is customary to exact a forfeiture of one point for every miss.

1. The game is begun by stringing for the lead and choice of balls, as in the four-ball game, the same regulations governing. In "stringing" the players should endeavor to strike the cue-balls simultaneously; and he whose ball stops nearest the cushion at the head of the table, shall have the choice of either of playing first, or of making his adversary do so—a privilege which thereafter shall belong to both players alternately.

2. Unless a special agreement be entered into between the players and the table-keeper, the game commonly consists of twenty-one points, if each carom counts one only; and of forty-five when each carom counts two, and misses are scored.

3. The first to play places his ball in any part of the semicircle at his option. He then plays at the ball on the deep-red spot, and has no right to hit the white first without having caused his ball to touch the cushion at some point outside of the "string."

4. Player No. 2, whose ball has been placed on the spot, plays in his turn. On a carom table, he has the right to play on either ball, even though both should be within the "string." On a pocket table, it is his privilege to have the red placed on its appropriate spot, or he may elect to play the balls as they are. Should he adopt the latter course in this instance, or at any other time he happens to be in hand on a pocket table, he must, before hitting either of the balls in the "string," cause his own to pass outside.

5. When a player is in hand on a carom table, and the other balls are within the "string," he may play directly upon either. But on a pocket table, he san only play as described in Section 4. Furthermore, he must confine his ball to the semicircle, and not let the lower half of his body pass beyond the right line which the edge of the side cushion would describe if prolonged.

6. The player must have at least one foot on the floor.

7. A ball exactly on the "string line" is considered within the string.

8. The carom is good, and the points count for the player, even though his ball should be lost; and he continues to play. [A ball is considered lost which goes into a pocket, jumps off the table, or remains on a cushion.]

9. A pushing stroke subjects the player to the loss of the point or points he may have made by that stroke, and puts his ball out of hand.

10. A player who plays before all the balls have ceased rolling, loses his stroke, and his hand is out.

11. When the cue-ball is in contact with one or more balls, all are taken up and placed as at the commencement of the game; and the player being considered in hand, continues his play.

12. If the balls are disturbed accidentally, through the medium of any agency other than the player himself,—as, for instance, through the interference of his opponent, or the marker, or other outside party—they must be replaced and the player allowed to play.

13. If in playing, or after having played, the player disturbs any ball other than his own, he cannot make a counting stroke, but he may play for safety. But if he touches his own ball except with the cue, or if he touches it more than once with that instrument, the stroke is foul, and he cannot play for safety.

14. A player has no *right* to disturb the balls, and ought not to do it without the consent of his adversary.

15. When the cue-ball is very near another ball, the player ought not to play without warning his adversary that they do not touch, and giving him time to satisfy himself on that point.

16. Playing with the wrong ball is foul. The rules as to the playing with the wrong ball in the four-ball game, are applicable to the three-ball game.

17. Blowing on a ball, or using any other means to alter its course or position, is foul. If the player so offending is in play, he must yield the table to his adversary, should the latter demand it. In all cases, the opposing player shall have the privilege of either having the ball or balls replaced, or played with as they are.

18. If a lost ball in being put back on the table, disturbs another, the ball so disturbed must be put in its place again by the marker or referee, and the player whose turn it is to play shall proceed.

19. The red ball, being lost, and its spot being occupied, shall be placed on the "string" spot; if this latter should happen to be occupied also, then the red shall be placed on the pool spot at the foot of the table. A white ball being lost, and its spot being occupied, shall be placed on the deep-red spot, or if that is occupied, on the pool spot, provided that it is not the turn of the player, whose ball is lost, to play. In that case, there is no occasion for spotting the lost ball.

20. On a carom table, a lost white ball that has been placed on the "string" spot cannot be moved, after the opposing player has played a stroke while the ball was in this position. But on a pocket table, where the owner of a white ball that has been lost is compelled to play outside of the "string," he can, when his turn comes, play from any point within the semicircle, provided that his ball has not been struck by another. On a pocket table, it is held that a ball is in hand until it has been struck or moved from its

position, it having been placed on the spot simply to afford the in-striker a chance to count. On the contrary, on a carom or pocket-less table, custom has made the rule that a lost ball ceases to be in hand after one stroke has been played ; and, in consideration of this ruling, the player, instead of being allowed to shift the posi-tion of his ball, is privileged, in this country, to play at any ball, irrespective of it being in or out of the "string," and regardless, also, of whether he stands at the head or at either side of the table.

[*Explanation.*—The two rules last preceding may be further explained in this wise. Either on a pocket or carom table, a ball that rolls on to and occupies the "string" spot, in the course of play, cannot be moved aside to permit the spotting of a white ball that has become "lost." The lost ball must be spotted on the dark-red, or the pool spot, as directed in Rule 19, if its owner is not entitled to the next play, or within the semicircle if he is. But when, on a carom table, a white ball has been placed on the "string" spot by either player, instead of having rolled thereon, it may be moved aside to accommodate a "lost" white ball, provided that subsequent to the placing of the ball as mentioned *no stroke has been played.* In marked contrast with this, a white ball that has been placed on the "string" spot *on a pocket table,* may be moved aside at any time in order to permit the spotting of a "lost" white ball, provided, always, that the first-mentioned ball has not been touched while occupying the spot.]

21. A player who abandons a game declares it lost by so doing.

DUTIES OF UMPIRES AND REFEREES.

On commencing a game, each principal appoints an umpire, and the umpires select a referee, to control the game. The duties of umpires is to guard the interests of their principals, and secure adherence to rules. When an improper shot, wrong disposition of balls, or other impropriety occurs, the umpire interested calls "foul," or "time," the striker ceases, and the opposing umpire is consulted. If the latter allows the claim, the fact is proclaimed, and the game proceeds, subject to the penalty. If the umpires dis-agree, the point is given to the referee, whose decision is final. Players may also note deviations from rules, and call upon the umpires for a decision. The umpires and referee should be seated in an elevated position near the table, so as to be able to observe every movement. It is desirable that the referee should sit in the centre, and the umpires on either side of him.

BAGATELLE.

BAGATELLE is to Billiards, what Draughts is to Chess, and he who plays the superior game seldom practises much at the other. Bagatelle is played on a table smaller than that for Billiards, cushioned and circular at one end, and instead of pockets, it has cups set flush with the table, into which the ivory balls are driven with the cue. These pockets are nine in number in the small table, which is about ten feet long, and are set equidistant from each other, one in the centre and the others arranged around it, at one end of the table. The playing is done from the other end. In the larger table, which is from twelve to fourteen feet long, the cups are fifteen in number. Each of these is numbered—the centre being the highest, and the number of the cup counts for the player who puts a ball in it. The accompanying diagram represents a
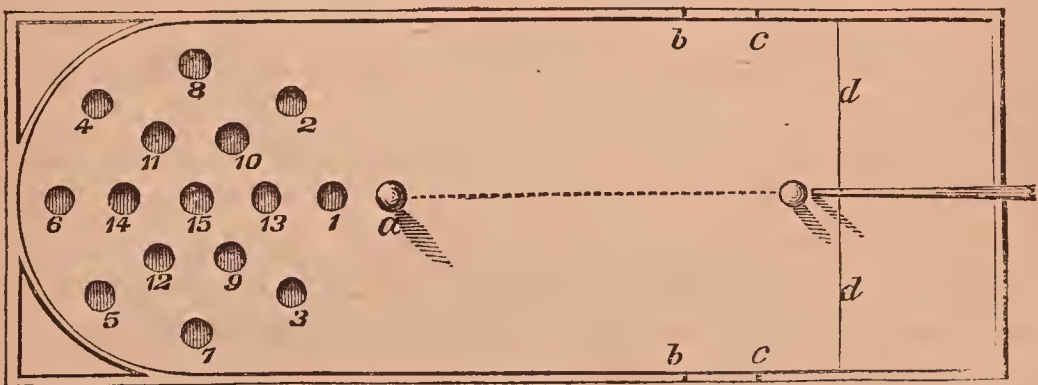
fifteen hole table. The balls are nine in number, two colored and seven white. In this article we will suppose the game is being played upon a nine hole table.

The several games played on the Bagatelle Board are—La Bagatelle (usually called the English game), Bagatelle à la Français (known generally as the French game), Sans Egal, Mississippi, and Trou Madame. Besides these, there are the Carom and the Irish games. Let us take them in the order here set down.

LA BAGATELLE.

This game is played by any number of players, from two upwards, with nine balls, two of which are usually colored and count double.

The red ball is placed on the spot, *a*, and the player strikes at it with the other colored ball, endeavoring to hole it and his own ball by the same stroke. He then plays with the other balls successively until the whole nine have been sent up the table.

Any number of rounds may be played as agreed on at the commencement of the game, and he who obtains the greatest score wins the game.

If the ball struck at rebounds from the cushion and passes the string line, it is taken up and is considered lost for that round. Sometimes two lines, *b b* and *c c*, are drawn across the table, one to determine the string and the other the lost balls.

This is an extremely easy game to play, and we have seen some persons so extremely dexterous as to be able to fill all the holes, with the colored balls in the eight and seven, in a single round. The colored balls counting severally sixteen and fourteen, it is possible to obtain sixty in a single go; or if the red ball were placed in the centre hole (the nine) and the black in the eight hole, you may even score as many as sixty-two. But such score is very unusual; a hundred in three goes being considered good play. The stroke for Bagatelle must be much more easy and gentle than that for Billiards; but what we have said with regard to side will apply equally to both games. The score is sometimes marked on the board itself, by means of pegs and holes along the edges.

THE FRENCH GAME.

The game is usually a hundred up, and may be played by two or more players; two or four is the usual number. The score is taken, as in La Bagatelle, from the figures marked within the cups.

The red ball is placed on the spot, and he who has the break strikes at it with the other colored ball. If he succeeds in holing a ball at the start, he goes on till he fails; his adversary then plays, and so on alternately, till the number determined on is obtained. He who first gets that number wins the game.

. While either of the colored balls remain out of a hole it must be

played at, and he who fails to strike it, forfeits five to his adversary.

Missing a white ball counts one to the opposite party.

Knocking a ball off the table is usually a forfeit of five, though in some rooms no penalty is enforced.

If a ball lies over a hole, and does not immediately fall into it, the adversary may say—"I challenge that ball;" when, if it drops into the cup (from the vibration of the room or table, etc.), it must be replaced. This rule also applies to La Bagatelle.

SANS EGAL.

This game is not often played, though it is very amusing. It is a good game for two players.

Each player chooses four balls; and the red ball is placed on the spot.

The player who has the lead strikes at the red, and if he hole it, adds the number it makes to his score, as well as any losing hazard he may make.

The two players then take alternate strokes, and he who makes the greatest number of points in one round wins the game.

So long as the red ball is in play it must be struck at, under a forfeit of five points.

To hole his adversary's ball counts against the striker.

MISSISSIPPI.

This game is played by means of a bridge placed across the board, and a couple of little cushions against the side. Each player strikes his ball against one of the cushions, so as to make it rebound or carom on to the bridge, each arch of which bears a particular number. When the ball passes through the bridge, the player reckons the number of the arch to his score; and he who obtains the highest number in two or more rounds wins the game.

TROU MADAME

Is played in exactly the same way as Mississippi, except that the balls are played direct at the bridge from the string, without the small cushions.

THE CAROM GAME

Consists entirely of caroms, and may be played any number up. It is played with three balls. There is not much art in making caroms on a bagatelle board.

THE IRISH GAME

Consists of caroms and winning hazards only. It is played with three balls, the carom counting two, and the hazard as many as is marked in the cup. If the player's own ball falls into a hole, it counts to his adversary.

There are two or three other games on the bagatelle board, but they are too simple to need explanation.

RUSSIAN BAGATELLE, OR COCKAMAROO TABLE.

The board used for this game is about four feet six inches long, and two feet four inches wide, and is lined with green cloth.

DESCRIPTION OF THE BOARD.

The hole marked 100 is a cavity for the red ball, to be placed in at the commencement of the game *only*. It counts 100, as marked inside.

Elevated end of the board, which is an inclined plane, lowest at the striking end.
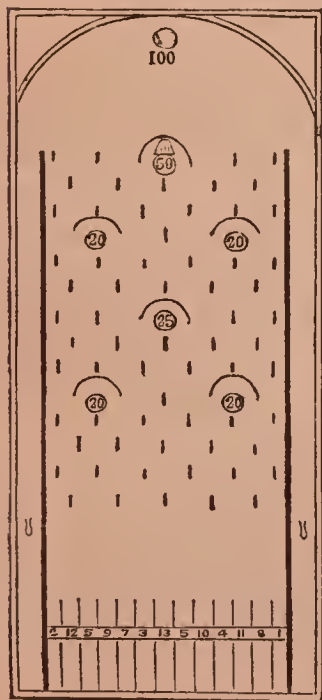
The arch, with the bell suspended, if rung by any ball passing through, counts double for whatever that ball may score by the stroke. If it does not pass through, but falls into the cup beneath the bell, it counts only as marked, namely, 50.

The other arches with cups beneath them count only as they are marked, namely, 20 on the sides, and 25 in the centre. The pegs are brass pins standing up about 1½ inches in height. On one side of the board are slightly indented spots into which the balls are projected. At the end are cavities into which the balls run, and which count according to the number placed above.

RULES OF THE GAME.

1. Commence the game by stringing for the lead, as well as for the choice of the balls and side of the board; whoever gets the highest number takes the lead.

2. The leader must place his ball in the cavity on the side of the board he selects, and play it up, counting the points he may make by the stroke; after which his opponent plays from the opposite side of the board, and so on alternately.

3. When a ball lodges on the board without going into a hole or running down to the bottom, the game must be continued with the other ball, each player using it alternately. Whoever removes the ball so lodged scores the number of points made by both the balls, and the game proceeds as at first. Should the balls be lodged on the board, that ball which was last stopped must be taken up and used to continue the game.

4. The player continues to lead as long as he can hole his ball in any of the cups.

5. The game to consist of one hundred or more, as may be agreed upon at the commencement.

6. If the player's ball ring the bell, that is, passes through the bell-arch, he scores double the number he would otherwise gain by the stroke.

7. Playing into the top hole marked 100 is the game at once.

8. Should the ball go round to the opponent's side, the striker loses five points and the lead; or should he play his ball up, and it returns without going on the board, he loses one point and the lead

9. The winner of the game takes the lead in the next.

ROUGE ET NOIR.
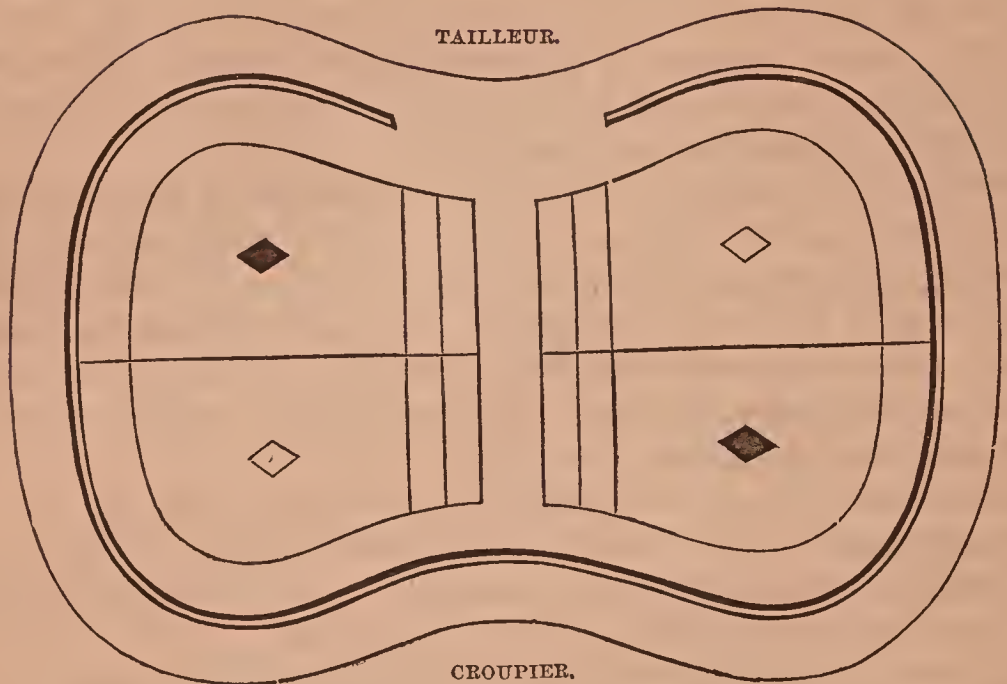
THIS game, which is of comparatively modern origin, is some-- times called *trente et quarante** but more generally Rouge et Noir, (*Red and Black*), from the colors marked on the *tapis* or green cloth with which the table is covered. The game is as follows:

The first parcel of cards played is usually for Noir, the second for Rouge, though sometimes the cards are cut to determine which shall begin. Any number of persons may play, and risk their money on the color they please, placing their stakes on the outer semicircle: but after the first card is turned up, no money can be staked for that *coup*.

The dealer and the croupier being seated opposite to each other, the former takes six packs of cards, shuffles and distributes them in various parcels to the various players to shuffle and mix. He then finally shuffles them, and removes the end cards into various parts of the *three hundred and twelve* cards, until he meets with a court card, which he must place upright at the end. This done, he presents the pack to the punters, *i. e.*, players, to cut, who place

* Thirty one and Forty.

the court card where the dealer separates the pack, and that part of the pack beyond the court card, he places at the end nearest to him, leaving the court card at the bottom of the pack.

The dealer then takes a quantity of cards, about as many as a pack, and draws a card, which, after showing to the company, he lays on the table: he draws a second; a third, which he places in the same row, right and left, until the number of points on the cards amount to at least thirty-one; so that if he should happen to count only thirty, he must still draw another.

The cards retain their nominal value. The ace counts as one point; the II, two points; the III, three points; the IV, four points; the V, five points; the VI, six points; the VII, seven points; the VIII, eight points; the IX, nine points; the X, ten points; and the court cards ten points each.

The first row of cards, of which the number of points are at least equal to thirty-one, and cannot consequently pass the number of forty, is for the Noir; that is to say, it determines the chance of those who have placed their money upon that part of the cloth where the black mark is; which is the shape of a diamond.

The tailleur immediately afterwards draws in the same manner another row of cards for the Rouge.

If he has counted thirty-six points in the first row of cards, he calls out, in a loud voice, to the players, six, to avoid the too frequent repetition of the word thirty, which would recur too often, but which is well understood; and thirty-five points in the second row of cards, which he also announces in like manner by saying five. He adds, "Rouge gagne," red wins; because it is always the thirty-one points, or those which more closely approach to them, that win. At that moment, the croupiers gather by the aid of their rakes all the money which is placed on the Noir, and double all that placed on the Rouge, which is withdrawn by the lucky players.

Hitherto it must be obvious, that the chances between the banker and the player are equal; but when the banker, having turned up *thirty-one* for Noir, deals the same number of points (31) for Rouge, he is entitled to half the amount of every stake on either color; this is termed a *refait*.

As the principle of this game requires that the number of points dealt for Noir or Rouge should, *at least*, amount to thirty-one, a little reflection suggests to us, that the doctrine whereby the numerical value of the cards is determinable, precludes the points for Noir

or Rouge exceeding forty, *at most*, in number, and that the point of forty can be made only where the last card dealt out for the Noir or Rouge furnishes ten points. On the ground of this suggestion we are enabled to establish, that the point of

40 can happen only where the last card is.... 10
39 may occur......................... 9 or 10
38 .... either 8, 9, or 10
37 .... 7, 8, 9, or 10
36 .... 6, 7, 8, 9, or 10
35 .... 5, 6, 7, 8, 9, or 10
34 .... 4, 5, 6, 7, 8, 9, or 10
33 .... 3, 4, 5, 6, 7, 8, 9, or 10
32 .... 2, 3. 4, 5, 6, 7, 8, 9, or 10
but that 31 .... 1, 2, 3, 4, 5, 6, 7, 8, 9, or 10

Now as effects are produced in ratio to the number of their causes, we see that of the points investigated from thirty-one to forty inclusive, some will happen more frequently than others : and hence, as the peculiarity of this game attaches the same numerical value to a King, to a Queen, or a Knave, as is incident to a ten usually so known, by adding three to the number of causes by which each point is producible as above. we are furnished with a fundamental rule, that where the point of

	31 happens	$(10+3)$ or 13 times
	32 will occur	$(9+3)$ or 12 "
	33	$(8+3)$ or 11 "
	34	$(7+3)$ or 10 "
(A)	35	$(6+3)$ or 9 "
	36	$(5+3)$ or 8 "
	37	$(4+3)$ or 7 "
	38	$(3+3)$ or 6 "
	39	$(2+3)$ or 5 "
	40	$(1+3)$ or 4 "

$$\overline{}$$
85

Two of these points being necessary to constitute a *coup*, which may be *identical* in the numerical amount of Noir and Rouge, we find by multiplying the proportional times of the occurrences into themselves, that where the *refait* of

	31 and 31 happens........	(13²) or 169 times.
	32 and 32 will occur	(12²) or 144 "
	33 and 33	(11²) or 121 "
	34 and 34	(10²) or 100 "
(B)	35 and 35	(9²) or 81 "
	36 and 36	(8²) or 64 "
	37 and 37	(7²) or 49 "
	38 and 38	(6²) or 36 "
	39 and 39	(5²) or 25 "
	40 and 40	(4²) or 16 "
		805

And on the same principle of calculation, we deduce that the square of 85, the sum of the number of proportional occurrences illustrated in (A), will give the quantity of times in which all the events, identical *or* differing in their results, will be produced in virtue of the number of causes previously shown to belong to each.

Thus, in (85²) or 7225 coups, where the point of

	31 and 31 happens	(13×13) or 169 times.
	31 and 32	(13×12) or 156 "
	31 and 33	(13×11) or 143 "
	31 and 34	(13×10) or 130 "
	31 and 35	(13× 9) or 117 "
	31 and 36	(13× 8) or 104 "
	31 and 37	(13× 7) or 91 "
	31 and 38	(13× 6) or 78 "
	31 and 39	(13× 5) or 65 "
(C)	31 and 40	(13× 4) or 52 "
	32 and 31	(12×13) or 156 "
	32 and 32	(12×12) or 144 "
	32 and 33	(12×11) or 132 "
	32 and 34	(12×10) or 120 "
	32 and 35	(12× 9) or 108 "
	32 and 36	(12× 8) or 96 "
	32 and 37	(12× 7) or 84 "
	32 and 38	(12× 6) or 72 "
	32 and 39	(12× 5) or 60 "
	32 and 40	(12× 4) or 48 "
	33 and 31	(11×13) or 143 "

33 and 32 happens .... (11 × 12) or 132 times.

33 and 33 .... (11 × 11) or 121   "

33 and 34 .... (11 × 10) or 110   "

33 and 35 .... (11 × 9) or 99   "

33 and 36 .... (11 × 8) or 88   "

33 and 37 .... (11 × 7) or 77   "

33 and 38 .... (11 × 6) or 66   "

33 and 39 .... (11 × 5) or 55   "

33 and 40 .... (11 × 4) or 44   "

34 and 31 .... (10 × 13) or 130   "

34 and 32 .... (10 × 12) or 120   "

34 and 33   .... (10 × 11) or 110   "

34 and 34 .... (10 × 10) or 100   "

34 and 35 .... (10 × 9) or 90   "

34 and 36 .... (10 × 8) or 80   "

34 and 37 .... (10 × 7) or 70   "

34 and 38 .... (10 × 6) or 60   "

34 and 39 .... (10 × 5) or 50   "

34 and 40 .... (10 × 4) or 40   "

35 and 31 .... (9 × 13) or 117   "

35 and 32 .... (9 × 12) or 108   "

35 and 33 .... (9 × 11) or 99   "

35 and 34 .... (9 × 10) or 90   "

35 and 35 .... (9 × 9) or 81   "

35 and 36 .... (9 × 8) or 72   "

35 and 37 .... (9 × 7) or 63   "

35 and 38 .... (9 × 6) or 54   "

35 and 39 .... (9 × 5) or 45   "

35 and 40 .... (9 × 4) or 36   "

36 and 31 .... (8 × 13) or 104   "

36 and 32 .... (8 × 12) or 96   "

36 and 33 .... (8 × 11) or 88   "

36 and 34 .... (8 × 10) or 80   "

36 and 35 .... (8 × 9) or 72   "

36 and 36 .... (8 × 8) or 64   "

36 and 37 .... (8 × 7) or 56   "

36 and 38 .... (8 × 6) or 48   "

36 and 39 .... (8 × 5) or 40   "

36 and 40 .... (8 × 4) or 32   "

37 and 31 .... (7 × 13) or 91   "

37 and 32 happens ...... (7 × 12) or 84 times.
37 and 33 .... (7 × 11) or 77   "
37 and 34 .... (7 × 10) or 70   "
37 and 35 .... (7 × 9) or 63   "
37 and 36 .... (7 × 8) or 56   "
37 and 37 .... (7 × 7) or 49   "
37 and 38 .... (7 × 6) or 42   "
37 and 39 .... (7 × 5) or 35   "
37 and 40 .... (7 × 4) or 28   "
38 and 31 .... (6 × 13) or 78   "
38 and 32 .... (6 × 12) or 72   "
38 and 33 .... (6 × 11) or 66   "
38 and 34 .... (6 × 10) or 60   "
38 and 35 .... (6 × 9) or 54   "
38 and 36 .... (6 × 8) or 48   "
38 and 37 .... (6 × 7) or 42   "
38 and 38 .... (6 × 6) or 36   "
38 and 39 .... (6 × 5) or 30   "
38 and 40 .... (6 × 4) or 24   "
39 and 31 .... (5 × 13) or 65   "
39 and 32 .... (5 × 12) or 60   "
39 and 33 .... (5 × 11) or 55   "
39 and 34 .... (5 × 10) or 50   "
39 and 35 .... (5 × 9) or 45   "
39 and 36 .... (5 × 8) or 40   "
39 and 37 .... (5 × 7) or 35   "
39 and 38 .... (5 × 6) or 30   "
39 and 39 .... (5 × 5) or 25   "
39 and 40 .... (5 × 4) or 20   "
40 and 31 .... (4 × 13) or 52   "
40 and 32 .... (4 × 12) or 48   "
40 and 33 .... (4 × 11) or 44   "
40 and 34 .... (4 × 10) or 40   "
40 and 35 .... (4 × 9) or 36   "
40 and 36 .... (4 × 8) or 32   "
40 and 37 .... (4 × 7) or 28   "
40 and 38 .... (4 × 6) or 24   "
40 and 39 .... (4 × 5) or 20   "
40 and 40 .... (4 × 4) or 16   "

In these 7225 coups there are to be found, according to (B), 805 *refaits*, which amount to $\left(\dfrac{7225-805}{805}\right)$ one refait in every 7 or 8 coups, or about 7 in 2 tailles, calculating each taille to average 29 coups.

Now from formula (C) we ascertain the chances of the occur rence of any refait. Thus, the odds against the refait of

40 are (7225 — 16) :	16, or about	....	450 to 1
39 are (7225 — 25) :	25,	"	"	....	290 to 1
38 are (7225 — 36) :	36,	"	"	....	199 to 1
37 are (7225 — 49) :	49,	"	"	....	146 to 1
36 are (7225 — 64) :	64,	"	"	....	111 to 1
35 are (7225 — 81) :	81,	"	"	....	89 to 1
34 are (7225 —100) :	100,	"	"	....	71 to 1
33 are (7225 —121) :	121,	"	"	....	58 to 1
32 are (7225 —144) :	144,	"	"	....	49 to 1
31 are (7225 —169) :	169,	"	"	....	41 to 1

And thus we find that an apres or refait of 31 must happen in the course of 41 or 42 actual coups, in which, however, are included those other refaits which are null and void.

Consequently we deduce that the refait of 31 occurs in every $\left(\dfrac{7225-805}{169}\right)$, or 38 or 39 material coups, or twice in every three tailles, where each taille averages from 29 to 31 coups. An immaterial or material refait happening once in each 7 or 8 coups, thus:

$$\frac{7225-805}{805}.$$

N. B. The advantage, therefore, accruing to the banker over the player from the chance of the refait of 31 (whereby all parties forfeit half their stakes) is $\left(\text{as } 38 : \tfrac{1}{2} :: 1000 : \dfrac{(100\tfrac{1}{2})}{38}\right)$ *a trifle less than* $1\tfrac{1}{3}$ *per cent.*, or $\left(\text{as } 100 : 1\tfrac{1}{3} :: 20 \dfrac{(20)\,1\tfrac{1}{3}}{100}\right)$ on all the moneys staked.

After the cards for Noir have been dealt, the odds against or in favor of the player who has staked upon Rouge, varying according to the numerical amount declared for the adverse chance, may be estimated by reference to (A).

With respect to the case where the first point is 31, the calcula-

tion is only of comparative loss, it being evident that the player cannot win or save more than half the amount of his venture. Consequently, the odds are (85—13) : 13, or 72 : 13; *viz.*, $5\frac{7}{13}$: 1, that the player do not recover half his stake.

By the same process we find the odds in each case respectively to be,

First, 85—(13+12) : 13, or 60 : 13. Second, 85—(13+12) : (13 +12), or 60 : 25.

Viz., where the point is 32, it is $4\frac{8}{13}$: 1, that he does not win; and $2\frac{2}{5}$: 1, that he loses.

First, 85—(13+12+11) : (13+12), or 49 : 25. Second, 85—(13+ 12+11) : (13+12+11), or 49 : 36.

Viz., where the point is 33, it is $1\frac{24}{25}$: 1, that he do not win; and $1\frac{2}{3}$: 1, that he lose.

First, 85—(13+12+11+10) : (13+12+11), or 39 : 36. Second, (13+12+11+10) : 85—(13+12+11+10), or 46 : 39.

Viz., where the point is 34, it is 1 : $\frac{1}{12}$ 1, that he do not win; and $1\frac{7}{39}$: 1, that he draw or win.

First, (13+12+11+10+9 : 85—(13+12+11+10+9, or 55 : 30. Second, (13+12+11+10) : 85—(13+12+11+10+9), or 46 : 30.

Viz., where the point is 35, it is $1\frac{5}{6}$: 1, that he do not lose; and $1\frac{8}{15}$: 1, that he win.

First, (13+12+11+10+9+8) : 85—(13+12+11+10+9+8), or 63 : 22. Second, (13+12+11+10+9) : 85—(13+12+11+10+9 +8), or 55 : 22.

Viz., where the point is 36, it is $2\frac{10}{22}$: 1, that he do not lose; and 5 : 2 that he win.

First, (13+12+11+10+9+8+7) : 85—(13+12+11+10+9+8 +7), or 70 : 15. Second, (13+12+11+10+9+8) : 85—(13+12+ 11+10+9+8+7), or 63 : 15.

Viz., where the point is 37, it is $4\frac{2}{3}$: 1, that he do not lose; and $4\frac{1}{5}$: 1, that he win.

First, (13+12+11+10+9+8+7+6) : 85—(13+12+11+10+9+ 8+7+6), or 76 : 9. Second, (13+12+11+10+9+8+7) : 85—(13 +12+11+10+9+8+7+6), or 70 : 9.

Viz., where the point is 38, it is $8\frac{4}{9}$: 1, that he do not lose; and $7\frac{7}{9}$: 1, that he win.

First, (13+12+11+10+9+8+7+6+5) : 85—(13+12+11+10+ 9+8+7+6+5), or 81 : 4. Second, (13+12+11+10+9+8+7+ 5), : 85—(13+12+11+10+9+8+7+6+5), or 76 : 4.

Viz., where the point is 39, it is $20\frac{1}{4}$: 1, that he do not lose; and 19 : 1, that he win.

And, where the point is 40, it being evident that the player cannot lose, we find, $(13+12+11+10+9+8+7+6+5)$, : $85-(13+12+11+10+9+8+7+6+5+4)$, or 81 : 1, that he win.

From these data may be deduced, as a matter of curiosity, the just proportions which the banker may give or receive by composition for the moneys ventured upon the knowledge of the first point.

Of course, the compositions here spoken of are only to be made from the proportions established above, as long as the cards for *Noir* are alone played; for were any cards for the opposite color already appearing, the situation of the game would be altered. And this leads us to observe that the last card of the talon or pack ought not to count, because it is known; and as we may speculate on the last coup, the equality of the game would be destroyed from this circumstance, that whenever the last coup finishes with the last card, it is almost always probable that *Rouge* will win; for by reference to the calculations in pages preceding, it is evident that there are a greater number of last cards capable of furnishing a low than a high coup.

From the observations above, it must be obvious that there exist no means for winning with certainty, or even for diminishing the slightest portion of the banker's advantage. In the long run, events are balanced, and the banker having more chances in his favor than the player has, the former must necessarily win. Thus, if a player has been fortunate enough to win a considerable sum on one coup, it will dwindle away in detail: and *vice versâ*, what he had won in detail, à la martingale, he would lose *en gros*; for this reason —that of whatever number of coups the martingale may be composed, it will break in a proportion equal to what it may produce.

The number of combinations that may be composed in a series of 26 coups is immense. There are no less than 67,108,864 different ways in which a taille consisting of 26 coups may happen.

Thus, whatever way we may determine on, there are (67,108,864 − 1) other ways, all equally possible. In this number, there is but one chance for Noir winning, and one chance for Rouge; one that there may be no interruption commencing with *Noir*, and one that there may be no interruption commencing with *Rouge*. It is possible that by dint of tailles these events may sometimes occur; but the

period in which we may reasonably look for them is too long; for supposing 10 tailles per diem, it would require a space of 18,500 years to see them once happen.

If a player has had the good fortune to double, triple, or quadruple his martingale, we must not imagine that his system of play is better tnan another, since it is in reality but the same degree of luck as the winning of a paroli et sept et le va, seven times the original stake.

Every progression comes to the same thing; and that which increases the most is nothing more than deeper play. He who imagines that he is only staking a dollar because the first coup of his martingale commenced with that sum, is in reality playing more deeply than he conceives; for instance, if the martingale has run six coups, and that it amounts to 120 dollars every coup, one with another will amount to $5\frac{1}{9}$ dollars; so that if without doubling he had played each coup $5\frac{1}{9}$ dollars, it would have come to the same thing, and in the long run, he would lose as much one way as the other. This does not, however, exclude the possibility of winning *momentarily*, because in a small number of coups, the advantage of the banker is comparatively trifling, but in the long run, the player will pay *dearly* for his amusement; and we hope that the mathematical analysis which we have given of this game, which holds the first rank in the gaming houses of Europe, will convince the most skeptical of our American readers who may chance to visit Baden-Baden, or other celebrated European gambling establishments, of the impossibility of combining any system for winning, and put them upon their guard against those designing knaves ever on the alert to entrap the unwary by the glittering temptation of a system which they impudently assert requires but the risk of a small capital to gain millions.

EXPLANATION OF THE TERMS USED AT ROUGE ET NOIR.

Tailleur.—The dealer or banker.

Fausse Taille.—Is when the dealer commits a fault, which subjects him to double all the money staked.

Martingale.—A mode of play which consists in staking double the amount of the money lost.

Paroli.—Double the sum staked the first time.

Refait de Trente et Un.—A coup by which the banker wins one-half the money staked, and is effected by dealing 31 for each color.

Refait.– Is when the banker deals the same sum for both colors from 32 to 40.

Sept et Le Va.—Seven times the amount of the sum first staked.

Taille.– Is made when the banker has dealt out all the cards.

Figure.—The name given to the kings, queens, and knaves.

Point.—The number which results from the sums of the cards dealt by the banker.

Noir.—The color for which the first points are dealt by the banker.

Rouge.—The color for which the banker deals the points after those for black.

Croupier.—The banker's assistant.

Punter.—Those who play against the banker.

FRENCH ROULETTE.

THE form of the table used for this game is an oblong square, covered with green cloth, in the centre of which there is a round cavity, around the sides of which, equidistant one from the other, are ranged several bands of copper, which, commencing at the top, descend just to the extremity of the machine. In the centre of this cavity, which is movable, is formed a circular bottom containing 38 holes, to which the copper bands are attached, and upon which are painted alternately, in black and red, 36 numbers, from 1 to 36, a zero (0), and a double zero (00).

In the middle is a copper moulinet, surmounted by a cross, which serves to impress the bottom with a rotary motion.

There is a banker, and several assistants—the number of players is unlimited.

One of the assistants sets the machine in motion, throwing at the same instant an ivory ball into the concavity in an opposite direction to the movement he has given to the movable bottom. The ball makes several revolutions with great velocity, until, its momentum being exhausted, it falls into one of the 38 holes formed by the copper bands. It is the hole into which the ball falls that determines the gain or the loss of the numerous chances which this game presents.

Rouge. Manque. Impair. *(left margin, top table, inverted)*
Noir. Passe. Pair. *(right margin, top table, inverted)*

36	35	34
33	32	31
30	29	28
27	26	25
24	23	22
21	20	19
18	17	16
15	14	13
12	11	10
9	8	7
6	5	4
3	2	1
O O		O

(roulette wheel diagram)

Rouge. Manque. Impair. *(left margin, bottom table)*
Noir. Passe. Pair. *(right margin, bottom table)*

O		O O
1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36

FRENCH ROULETTE TABLE.

To the right and left of the moulinet are figured on the green cloth, for the accommodation of the players, the 36 numbers and the zeros, simple and double. The other chances are also designated on the green cloth divergent from its centre; on one side *l'impair, la manque,* and *rouge*; and on the opposite, *pair, passe,* and *noir.* The impair wins when the ball enters a hole numbered impair; the manque, when it enters a hole numbered 18, and all those under that number; the rouge wins when the ball enters a hole of which the number is red, and *vice versâ.*

French Roulette affords seven chances; comprising that of the numbers, and the latter chance divides itself into many others, of which we shall give a brief detail.

The player stakes upon the chances. He may select any sum he pleases, or that the banker allows.

The player who puts his money on *one* of the numbers or the zeros painted on the green cloth, receives thirty-five times the amount of his stake should the ball fall into the corresponding number or zero in the interior of the roulette.

The player who plays on the numbers, may play the first *twelve,* the middle *twelve,* and the last *twelve.* If the ball enters one of the twelve numbers corresponding to those on the green cloth on which the player has staked his money, he is paid three times the amount of his stake.

To play the *Colonnes,* the player stakes his money in the square placed at the foot of each column marked on the green cloth; and in the event of the ball entering one of the holes corresponding to the numbers of the column, he wins three times his stake.

Again, he may equally, at his pleasure, play two, three, four, six numbers, and he wins and loses, in the same proportion, eighteen times his stake for two numbers, twelve times for *three numbers,* nine times for four numbers, and six times for *six* numbers, and the rest in proportion. The player who may have put his money on one or the other of the six chances, wins double his stake, if the chance arise. If, then, a ball enter a hole, of which the number is 36, the banker pays double all the following chances, passe, pair, and rouge, and likewise thirty-five times the amount of the sum staked upon the number THIRTY-SIX, and of course draws to the bank all the chances placed on the other chances.

If the ball enter a hole numbered 18 noir, the banker pays the

player double the amount of the stakes placed on the following chances, la manque, l'impair, and noir, and thirty-five times the amount of the stake placed upon the number 17, and draws to the bank all the money placed on the other chances.

Of all the games of chance at present in vogue, Roulette is unquestionably the most disadvantageous to the player, for the bank's mean chance of winning is—

$\frac{3}{38}$ or nearly 8 per cent. on a single number.

$\frac{24}{38}$ or nearly $6\frac{1}{3}$ per cent. on either of the 12 numbers, or the colonnes.

$\frac{19}{38}$ or nearly 5 per cent. upon two numbers.

$\frac{24}{38}$ or nearly $6\frac{1}{3}$ per cent. upon three numbers.

$\frac{26}{38}$ or nearly 7 per cent. upon four numbers.

$\frac{27}{38}$ or nearly 7 per cent. upon six numbers.

$\frac{19}{38}$ or nearly 5 per cent. upon the passe, pair, manque, impair, rouge et noir.

And hence it is against the player upon the

1st chance	....	.37 to 1
2d do.	....	.....13 to 6
3d do.	....	.18 to 1
4th do.	....	.$11\frac{2}{3}$ to 1
5th do.	....	.17 to 2
6th do.	....	.16 to 3
7th do.	....	.10 to 9

When, however, the numbers are all filled up, as the bank only pays the winner thirty-five times his stake, it clears *three*; thus, supposing thirty-eight dollars to be staked, and that the ball is thrown twice in a minute, the gain of the bank, without incurring the slightest risk, would be *six* dollars per minute, or *three hundred and sixty* per hour. Although, in whatever way you play, the chances are always in favor of the bank, still its risk varies in ratio to the number of chances which are not filled up; for instance, were only ten numbers filled up, and that the ball were to enter one of them, the bank would, in that case, lose *thirty-four*, and only win *eight*; whereas, when all the numbers are filled up, it wins three, without risking a cent.

The single and double zeros are bars, where stakes are placed upon the colors. When the ball enters the single zero, all bets upon the black neither win or lose, because the figure is painted black, and the same rule applies to the double zero.

AMERICAN ROULETTE.

3 for 1	3 for 1	3 for 1	3 for 1
23	27	14	13
26	25	12	11
24	23	10	9
22	21	8	7
20	19	6	5
18	17	4	3
16	15	2	1
O O	Eagle.		O

Red.   Black.

O	Eagle.		O O
1	2	15	16
3	4	17	18
5	6	19	20
7	8	21	22
9	10	23	24
11	12	25	26
13	14	27	28
3 for 1	3 for 1	3 for 1	3 for 1

Black.   Red.

AMERICAN ROULETTE TABLE.

THIS game is played as the French Roulette just described, but is much more common, sporting men preferring a twenty-eight to a thirty-six Table, because its per centage against the player is much stronger. In French or Thirty-six Roulette, the single 0 and 00 are sometimes bars; but in a twenty-eight, the single 0, double 00, and eagle are never bars; but when the ball falls into either of them, the banker sweeps every thing upon the table, except what may happen to be bet upon either one of them, when he pays twenty-seven for one, which is the amount paid for all sums bet upon any single figure.

The odd figures are painted black, and the even red, and as they are equal in number, all bets made upon black or red are paid even, *i. e.*, dollar for dollar. All bets made at the foot of a column are paid three for one; other divisions are marked off upon the cloth, embracing a certain number of figures, for which eight for one is paid, and for all bets placed upon any single figure, or upon the single 0, double 00, or eagle, twenty-seven for one are paid.

The money bet must be placed upon the figure or place selected before the ball moves, or has ceased to roll.

E. O.

AN E. O. table is circular in form, but of no exact dimensions, though in general about four feet in diameter. The extreme circumference is a kind of counter, or dépôt, for the stakes, marked all round with the letters E and O; on which each adventurer places money according to his inclination. The interior part of the table consists, first, of a kind of gallery, or rolling-place, for the ball, which, with the outward parts above, called dépôt, or counter, is stationary or fixed. The most interior part moves upon an axis, or pivot, and is turned about with handles, whilst the ball is set in motion round the gallery. This part is generally divided into forty niches, or interstices, twenty of which are marked with the letter E, and the other twenty with the letter O. The lodging of the ball in any of the niches distinguished by those letters, determines the wager. The proprietors of the tables have two bar-holes, and are obliged to take all bets offered, either for E or O; but if the ball falls into either of the bar-holes, they win all the

bets upon the opposite letter, and do not pay to that in which it falls; an advantage in the proportion of 2 to 40, or 5 per cent. in their favor.

MONTE.

THIS is the national game of the Mexicans, and is extensively played in California; but all attempts to establish it on this side of the Continent have signally failed. It is played with cards made expressly for the game, and which are known as monte cards. They are thinner than other cards, and number but thirty-two, as in euchre, those of the same denomination being discarded.

The monte banker, or dealer, must have the whole of his bank, or money which he risks at the game, in sight upon the table. After shuffling the cards, which is done in a peculiar manner, from the bottom of the. pack, he deals out two, one at a time, and places them side by side upon the table, with their faces up. This is called the " *lay-out*," and upon these cards the players place their bets.

The two cards thus constituting the *lay-out* may be, for example, a king and a ten, upon either of which the player may place his money; the bets being made, the dealer turns up the pack, exposing the bottom card, which is called the *port* card. Now, if this card happen to be of like denomination to either one of the *lay-out* cards, the dealer takes the money which may have been bet upon it.

We will suppose the *port* card to be a king—the dealer, having taken the money upon it, removes the king, and puts another card, taken from the pack, in its stead. Suppose that card to be an ace; the players having again made their bets, the dealer proceeds with the game, which he does by taking the cards from the top of the pack and throwing them face up upon the table. In thus dealing, if the ten shows before the ace, the ace wins, and the ten loses, when the cards are again shuffled, and dealt as before.

The *lay-out* is not confined to *two* cards, but may be four, or more, as desired.

In this game, the *limit* is the bank, the player having the right, at any time, to bet the whole amount, which is called "tapping the bank," which the player indicates by turning over the card upon which he bets, and placing his money thereupon.

GAME OF SPOTS.

THIS is an American game, and is said to have been invented by a citizen of New York. Although exceedingly simple in its details, it requires good judgment to play it skilfully.

The deal is determined by a *cut*, and is won by the lowest number of spots, so that a deuce is superior to an ace or a court card. Five cards are then dealt, one at a time, as in cribbage, when the eldest hand leads off, and the card thus played may be taken by *any* card having a greater number of spots. The winner of the trick then plays, as in All-Fours, and thus the game proceeds, until all the cards have been played, when each player counts the number of spots upon the cards he has won, and he who has the greater number wins.

Face cards, having but one spot, may be taken by a deuce or any other card having two or more spots.

Tricks can be won only by a higher number of spots, therefore *ties* belong to the player who leads.

In playing, lead off your lowest cards, reserving your high cards for the last plays.

The game is usually played by two persons, but may be played by three or four, and with five or six cards, as agreed upon.

FRENCH WHIST.

THIS game is more interesting and exciting than ordinary Whist, is played in the same way, and is subject to the same rules, with the following exceptions:—

The points in the game are forty (40), instead of ten (10).

The honors count for those who win them, and not for those who originally held them.

The most important card is the ten of diamonds, inasmuch as it

counts ten in the game for those who win it. It is not played as a trump, but as other cards are played, therefore extraordinary skill and judgment are to be exercised in order to secure it.

The tricks count the same as in the old English Whist.

SIXTY-SIX.

THIS favorite German game is now extensively played in the United States, and is becoming quite popular with all classes who seek amusement in cards. In its principal features, it is similar to Bésique.

It is played with twenty-four cards—viz., the aces, tens, kings, queens, jacks, and nines of each suit; the cards ranking in value in the order named above—trumps being the superior suit, as at Whist, or All-fours.

HOW THE GAME IS PLAYED.

Three players may engage in this game, but it is usually played by two. Six cards are dealt to each player, three at a time, when the trump is turned up and laid upon the table—not upon the deck, as in other games. The non-dealer then leads, and the winner of the trick takes the top card from the pack and adds it to his own hand, his adversary doing the same with the next card; the winner of the trick then leads, and they both proceed as before, each player taking a card from the pack, until they are exhausted, or the trump turned down, as hereafter explained.

The game consists of nine points, or any other number, as agreed upon, and they are made in the following manner:

The first player making sixty-six with each hand, counts one point.

The player who makes sixty-six before his opponent makes thirty-three, scores two points. If one player makes sixty-six before the other wins a trick, he marks three points.

The cards count as follows to the winner of the tricks:

The ace counts............11 | The queen.................. 3
The ten..................10 | The jack.................. 2
The king.................. 4 | The nine-spot has no value.

Holding the king and queen of trumps, and their being called or shown by the leader, when one of them is led, counts 40 to the holder, though he may lose the trick. The count may be *called* at the first lead, but cannot be counted, until the player calling has won a trick.

The holder of the king and queen of any other suit counts 20.

When a player is confident of making sixty-six with his hand, he may *turn down* the trump at any stage of the hand, and after the trump is so turned down, no more cards can be taken from the deck during that round.

The trump may be turned down by either player having the lead, after the first trick. The player **not** having the lead cannot turn down the trump.

Unless the player turning down the trump makes sixty-six, his opponent will count two points.

The player having the nine-spot of trumps, may exchange it for the trump turned up, after he has won a trick. He may make the exchange even after his adversary has turned down the trump, but the exchange must be made at the moment the trump is so turned down.

The player having the nine of trumps, may exchange the trump, and play the card taken up, without turning down the discarded nine-spot.

When a player has not the suit led, he must take the trick with a trump, if he has one.

Before the trump card is turned down, neither player is compelled to follow suit, even though trumps be led, nor need he take the trick, but as soon as the trump is turned, he must not only follow suit, but take the trick, if possible.

After all the cards are drawn, except the trump card and another, the player who took the last trick takes the last unexposed card, and the other takes the trump; then the player having the nine of trumps, may exchange it for the trump card, and if he took the last trick, he may also take the unexposed card, his adversary taking the nine of trumps just discarded. The cards being all drawn and played, and neither player being able to count sixty-six, the last trick counts ten to the player winning it, in addition to the value of the cards in the trick.

If a card, not trump, be led, and the other player holds a smaller card of the same suit, but not a better card, he must play it. In all

other cases, after the trump is turned down, the second player must take the trick, if he can.

When a player turns down the trump, before his opponent has won a trick, and neglects to make the count immediately, his adversary may count three points.

Should a player call sixty-six, when his cards will not count them, his opponent scores two points.

Either player may examine the last trick, but none other, until the round is completed.

When a player announces "sixty-six," all the cards unplayed are void, and the round is ended.

In case the cards are all played out, and each player can count but 65, the point is determined by the complexion of the next hand, which not only scores on its own account, but also decides the preceding *one* point.

The deal is determined by cutting—the highest card winning.

HINTS AND CAUTIONS TO PLAYERS.

Avoid playing a card which leaves in your hand a solitary ten-spot, lest you are compelled to sacrifice it on an ace.

The deal is not considered an advantage, as the non-dealer has the choice of leads.

Be in no haste to count your 40 or 20's, but retain them in your hand until you make sixty-six, counting them in, then play them, and count out.

The player who holds the nine of trumps, when a better card is turned up, should not exchange it for the trump card, lest his opponent captures the better card, and thus adds to his game.

Be careful and turn down the trump as early as possible when certain of sixty-six.

Endeavor to force your opponent's trumps, so that you can get the command of his hand, preparatory to turning down the trump card.

Remember your own game, as well as your opponent's.

Break up your opponent's 40 or 20's whenever you can.

It is preferable to retain your kings and queens in hand as long as possible, so that, in case you draw their companions from the pack, you may count the 40 or the 20's.

QUADRILLE.

GAMING, like every thing else in this sublunary world. is subject to the caprices and vicissitudes of fashion. Thus Quadrille, which for upwards of a century held the first rank in all the fashionable circles of Europe, is now completely banished from them, and is rarely or ever seen in the United States, unless in the drawing-rooms of some of our French residents, where it continues still to *faire les délices* of a few dowagers. It is played by four persons, with forty cards; the four Tens, Nines, and Eights are discarded from the pack; the deal is made by distributing the cards to each player, three at a time, for two rounds, and once four to each, beginning with the right-hand player, who is the elder hand.

The stakes consist of red and white checks, the former representing ten of the latter, and are distributed among the players. who agree upon the value thereof and upon the number of tours, which are usually ten. After the trump is named, the right-hand player leads; and should the ombre, either alone or with a friend, win all the tricks, he gains the vole, or if six tricks, the game; but if he get only five tricks, he loses by remise, and if only four, by codille. The game, consolation, matadores, bastos, and other payments, are variously regulated, according as the game is won or' lost. The holder of either or both of the red Aces is entitled to a red counter for each.

The two following tables will show the rank and order of the cards when trumps, or when not so:

RANK AND ORDER OF THE CARDS WHEN TRUMPS.

Clubs and Spades.	*Hearts and Diamonds.*
Spadille, the Ace of Spades.	Spadille, the Ace of Spades.
Manille, the Deuce of Spades or of Clubs.	Manille, the Seven of Hearts or or Diamonds.
Basto, the Ace of Clubs.	Basto, the Ace of Clubs.
	Punto, the Ace of Hearts or of Dia monds.

King.	Six.	King.	Three.
Queen.	Five.	Queen.	Four.
Knave.	Four.	Knave.	Five.
Seven.	Three.	Deuce.	Six.
11 in all.		12 in all.	

RANK AND ORDER OF THE CARDS WHEN NOT TRUMPS.

Clubs and Spades.		*Hearts and Diamonds.*	
King.	Five.	King.	Three.
Queen.	Four.	Queen.	Four.
Knave.	Three.	Knave.	Five.
Seven.	Deuce.	Ace.	Six.
Six.		Deuce.	Seven.
9 in all.		10 in all.	

Thus it will be seen that Spadille and Basto are always trumps; and that the red suits have one trump more than the black, the former twelve, and the latter only eleven.

Between Spadille and Basto there is a trump called Manille—in black the Deuce, and in red the Seven; they are the second cards when trumps, and the last in their respective suits when not trumps. Example: the Deuce of Spades being second trump, when they are trumps, and the lowest cards when Clubs, Hearts, or Diamonds are trumps, and so of the rest.

Punto is the Ace of Hearts or Diamonds, which are above the King, and the fourth trump, when either of those suits are trumps, but are below the Knave, and Ace of Diamonds or Hearts, when they are not trumps. The Two of Hearts or Diamonds is always superior to the Three; the Three to the Four; the Four to the Five; and the Five to the Six; the Six is only superior to the Seven when it is not trumps; for when the seven is Manille, it is the second trump.

There are three matadores, *viz.*, Spadille, Manille, and Basto, which force all inferior trumps; but if an ordinary trump be led, you are not obliged to play a matadore; though if Spadille be led, and you hold Manille or Basto unguarded, you must play it; also, if Manille be led, and you have Basto unguarded, that must be played, the superior matadore always forcing the inferior.

MANNER OF PLAYING THE GAME.

1. Every person is to play as he thinks proper, and most advantageously to his own game.

2. No one is to encourage his friend to play; but each person should know what to do when he is to play.

3. After each player has received his ten cards, he that is on the left hand of the dealer, upon examining his hand, must declare whether he plays; and if he has not a good hand, he passes, and so the second, the third, and fourth. All four may pass: but he who has Spadille, after having shown or named it, is compelled to play by calling a King.

4. If the deal is played in this manner, or one of the players has asked leave, and no one choosing to play without calling, the eldest hand must begin; previously naming his suit, and the King he calls; he who wins the trick must play another card, and the rest of course, till the game is finished. The tricks are then reckoned, and if the ombre, meaning him who stands the game, has, together with him who has King called, six tricks, they have won, and are accordingly paid the game, the consolation, and the matadores, if they have them, and divide what is upon the game, and the basts, if there be any.

5. Should they make only six tricks, it is a remise, and they are basted what goes upon the game; paying to the other players the consolation and the matadores. When the tricks are equally divided between them, they are also basted; and if they make only four tricks between them, it is a remise. Should they make less, they lose codille, and in that case pay their adversaries what they should have received if they had won; namely, the game, consolation, and matadores, if they have them, and are basted what is upon the game; and if they win codille, divide the stakes. The bast, and every thing that is paid, arise equally from the two losers; one-half by him who calls, and the other by him who is called; equally the same in case of codille as a remise, unless the ombre does not make three tricks, in which case, he who is called is not only exempt from paying half the bast, but also the game, consolation, and matadores, if there are any, which, in that case, the ombre pays alone, and likewise in case of a codille as a remise. This rule is enforced to prevent unreasonable games being played.

6. A single case may occur, in which if the ombre makes only one trick, he is not basted alone; which is, when not having a good hand, he passes, and all the other players have passed likewise, and he having Spadille is compelled to play. In this case, it would be unjust to oblige him to make three or four tricks; wherefore he who is called pays a moiety of the losing; and, for the same reason, he who has Spadille, with a bad hand, should pass, in order that if he

is afterwards obliged to play by calling a King (which is called forced Spadille), he may not be basted singly.

7. The player who has once passed, cannot be allowed to play ; and he who has asked leave cannot refuse to play, unless another should propose playing without calling.

8. When a person has four Kings, he may call a Queen to one of his Kings, but not that which is trumps. He who has one or more Kings may call himself, that is, one of those Kings ; but in this case he must make six tricks alone, and therefore wins or loses singly. The King of the suit in which he plays cannot be called.

9. When he who is not eldest of hand has the King called, and plays Spadille, Manille, or Basto, or even the King called, in order to show that he is the friend, having other Kings that he is apprehensive the ombre may trump, he is not to be allowed to go for the vole ; and he is basted, if it should appear it is done with that design.

10. No hand is allowed to be shown, though codille may already be won, in order that it may be seen whether the ombre is basted singly. Should the ombre or his friend show his cards, before he has made six tricks, judging that he might have made them, and there should appear a possibility of preventing his making them, the other players may compel him to play his cards in what order they choose.

11. Whoever plays without calling must himself make six tricks to win ; all the other players being united against him, and therefore exert their combined efforts to distress him. Whoever plays without calling, is permitted to play in preference to any other who would play with calling ; nevertheless, if he who has asked leave will play without calling, he has the preference of him who would force him. These are the two methods of play without calling, which are called *forced*.

12. He who plays without calling, not dividing the winnings with any other player, consequently when he loses pays all himself. Should he lose by remise, he is basted, and pays each other player the consolation, the sans appeller (commonly, though erroneously, called the sans prendre), and the matadores, should there be any. Should he lose codille, he is also basted, and pays each player what he would have received from them if he had been the winner. Those who win codille divide the gains : and if there be any remaining counters, they belong to the player of the three who may have the

spadille, or the highest trump in the succeeding deal. The same rule operates with respect to him who calls one of his own Kings ; he wins or loses alone, as in the other case, except the sans appeller, which he pays if a loser, or receives as a winner, although he plays singly.

13. Should he play sans appeller, though he may have a sure game, he is compelled to name his suit ; which neglecting, showing his cards, and saying, " I play sans appeller," in this case, either of the rest of the players can oblige him to play in which suit he chooses, though he should not have a trump in that suit.

14. No player is compelled to trump, when he is not possessed of any of the suit led, nor obliged to play a higher card in that suit if he has it ; it being optional to him, although he is the last player, and the trick belongs to the ombre ; but he is compelled to play in the suit led if he can, otherwise he renounces. Should he separate a card from his game and show it, he is compelled to play it—if by not doing it the game should be prejudiced, or give any intelligence to his friend, but particularly if it should be a matadore. He who plays sans appeller, or by calling himself, is not subject to this rule.

15. One player may turn the tricks made by the others, and reckon what has been played ; but only when it is his turn to play. Should he, instead of turning a player's tricks, turn and see his game, or show it to the other players, he is basted, together with him whose cards he turned ; each paying a moiety of the loss.

16. He who renounces is basted as often as detected ; but no renounce takes place till the trick is turned. Should the renounce be discovered before the deal is finished, and has proved detrimental to the game, the cards must be taken up again, and the game replayed from that trick where the renounce began. But should all the cards be played, the bast is still made, and the cards must not be replayed unless there should be several renounces in the same deal. In this case they are to be played again, unless the cards should have been previously mixed together. When several basts appear in the same deal, they all go together, unless a different agreement is made ; and in cases of bast, the greatest is first reckoned.

TERMS USED IN QUADRILLE.

To ask leave is to ask leave to play with a partner, by calling a King.

Basto.—The Ace of Clubs, always the third best trump.

Bast is a penalty incurred by not winning when you stand your game, or by renouncing; in which cases you pay as many counters as are down.

Cheville is being between the eldest hand and the dealer.

Codille is when those who defend the pool make more tricks than those who defend the game, which is called winning the codille.

Consolation is a claim to the game, always paid by those who lose, whether by codille or demise.

Devole is when he who stands the game makes no trick.

Double is to play for double stakes with regard to the game, the consolation, the sans prendre, the matadores, and the devole.

Force.—The ombre is said to be forced when a strong trump is played for the adversary to over-trump. He is likewise said to be forced when he asks leave, and one of the other players obliges him to play sans prendre; or pass, by offering to play sans prendre.

Forced Spadille is, when all have passed, he who has Spadille is obliged to play it.

Forced sans prendre is, when having asked leave, one of the players offers to play alone, in which case you are obliged to play alone or pass.

Friend is the player who has the King called.

Impasse.—To make the impasse is when, being in Cheville, the Knave of a suit is played, of which the player has the King.

Manille is, in black, the Deuce of Spades or Clubs; in red, the seven of Hearts or Diamonds, and is always the second best trump.

Matadores, or matts, are Spadille, Manille, and Basto, which are always the three best trumps. False matadores are any sequence of trumps following the matadores regularly.

Ombre is the name given to him who stands the game by calling or playing sans appeller or sans prendre.

Party is the duration of the game, according to the number of tours agreed to be played.

Pass is the term used when you have not either a hand to play alone or with calling a King.

Ponto or *Punto*, is the Ace of Diamonds, when Diamonds are trumps; or Hearts, when they are trumps, and is then the fourth trump.

Pool.—The pool consists of counters staked for the deals or put down by the players, or the basts which go to the game. To defend the pool is to be against him who stands the game.

Prise is the number of red and white counters given to each player at the commencement of the game.

Règle is the order to be observed at the game.

Remise is when they who stand the game do not make more tricks than they who defend the pool, and then they lose by remise.

Renounce is, not to play in the suit led when you have it; likewise, when not having any of the suit led, you win with a card that is the only one you have of that suit in which you play.

Reprise is synonymous with party.

Report is synonymous with reprise and party.

Roi rendu is the King surrendered when called and given to the ombre, for which he pays a red counter; in which case, the person to whom the game is given up must win the game alone.

Spadille is the Ace of Spades, which is always the best trump.

Sans appeller is playing without calling a King.

Sans prendre is erroneously used for sans appeller, meaning the same.

Tenace is to wait with two trumps that must make when he who has two others is obliged to lead, such as the two black Aces against Manille or Punto.

Tours are the counters, which they who win put down, to mark the number of coups played.

Vole is to get all the tricks, either with a friend or alone, sans prendre, or declared at the first of the deal.

LAWS OF QUADRILLE.

1. The cards are to be dealt by fours and threes, and in no other manner. The dealer is at liberty to begin by four or three. If in dealing there is a faced card, there must be a new deal, unless it is the last card.

2. If there are too many or too few cards, it is also a new deal.

3. For dealing wrongly, the dealer must deal again.

4. He who has asked leave is obliged to play.

5. No one should play out of his turn; if, however, he does, he is not basted for it, but the card played may be called at any time in that deal, provided it does not cause a revoke ; or either of the adversaries may demand the partner of him who played out of his turn, or his own partner, to play any suit he thinks fit.

6. No matadore can be forced but by a superior matt; but the superior forces the inferior, when led by the first player.

7. Whoever names any suit for trumps must abide by it, even though it should happen to be his worst suit.

8. If you play with eleven cards you are basted.

9. If you play sans prendre, or have matadores, you are to demand them before the next dealer has finished his deal, otherwise you lose the benefit.

10. If any one names his trump without asking leave, he must play alone, unless the youngest hand and the rest have passed.

11. If any person plays out of his turn, the card may be called at any time, or the adversary may call a suit.

12. If the person who won the sixth trick plays the seventh card, he must play the vole.

13. If you have four Kings, you may call a Queen to one of your Kings, or call one of your Kings ; but you must not call the Queen of trumps.

14. If a card is separated from the rest, and it is seen, it must be played, if the adverse party has seen it, unless the person who separated it plays sans prendre.

15. If the King called, or his partner plays out of his turn, no vole can be played.

16. No one is to be basted for a renounce, unless the trick is turned and quitted ; and if any person renounces and it is discovered, if the player should happen to be basted by such renounce, all the parties are to take up their cards and play them over again.

17. Forced Spadille is not obliged to make three tricks.

18. The person who undertakes to play the vole, has the preference of playing before him who offers to play sans prendre.

19. The player is entitled to know who is his King called, before he declares for the vole.

20. When six tricks are won, the person who won the sixth

must say, "I play—or do not play—the vole;" or "I ask;" and no more.

21. He who has passed once has no right to play after, unless he has Spadille; and he who asks must play, unless somebody else plays sans prendre.

22. If the players show their cards before they have won six tricks, they may be called.

23. Whoever has asked leave cannot play sans prendre, unless he is forced.

24. Any person may look at the tricks when he is to lead.

25. Whoever, playing for a vole, loses it, has a right to stakes, sans prendre, and matadores.

26. Forced Spadille cannot play for the vole.

27. If any person discover his game, he cannot play the vole.

28. No one is to declare how many trumps are out.

29. He who plays and does not win three tricks, is basted alone, unless forced Spadille.

30. If there are two cards of a sort, it is a void deal, if discovered before the deal is played out.

MAXIMS FOR LEARNERS.

When you are the ombre, and your friend leads from a matt, play your best trump, and then lead the next best the first opportunity.

If you possess all the trumps, continue to lead them, except you hold certain other winning cards.

If all the other matts are not revealed by the time you have six tricks, do not run a risk in playing for the vole.

When you are the friend called, and hold only a matt, lead it; but if it is guarded by a small trump, lead that. But when the ombre is last player, lead the best trump you possess.

Punto in red, or King of trumps in black, are good cards to lead when you are best; and should either of them succeed, then play a small trump.

If the ombre leads to discover his friend, and you have King, Queen, and Knave, put on the Knave.

Preserve the suit called, whether friend or foe.

When playing against a lone hand, never lead a King, unless you have the Queen; nor change the suit; and prevent, if possible, the ombre from being last player.

You are to call your strongest suits, except you have a Queen

guarded; and if elder hand, you have a better chance than middle hand.

A good player may play a weaker game, either elder or younger, than middle hand.

MODE OF PLAYING QUADRILLE.

Hoyle has the following directions for playing the game of quadrille scientifically:

The first thing to be done, after you have seen your cards, is to ask leave to pass, or play, sans prendre; and if you name a wrong trump, you must abide by it.

If all the players pass, he who has Spadille is obliged to play; but if he does not take three tricks, he is not basted.

The player ought to have a fair probability of winning three tricks when he calls a King, to prevent his being basted.

Therefore we will set down such games only as give a fair chance to win the game by calling a King, with directions at the end of each case what trump you are to lead.

CALCULATIONS NECESSARY FOR THOSE WHO HAVE MADE SOME PROGRESS IN THE GAME.

1. What are the odds that my partner holds one of any two cards?

Ans. That he holds one card out of any two certain cards, is about 5 to 4 in his favor; and if you hold one matadore, the odds are in your favor that your partner holds one of the other two, and consequently you may play your game accordingly.

Again, suppose you call a King, having a Knave and one small card of another suit in your hand, it is 5 to 4 in your favor that your partner holds either the King or Queen of that suit; and consequently, the odds are in your favor, that you win a trick of the same.

2. What are the odds that my partner holds one out of any three certain cards?

Ans. That he holds one out of any three certain cards, is about 5 to 2 in his favor; and though you have no matadore, with the assistance of one in your partner's hand, the odds are great that you win the game. Observe, that it is about 5 to 2 that your partner holds one of them, you having none.

This calculation may be applied to many other cases.

GAMES IN RED, CALLING A KING

1. Spadille, manille, two small Hearts or Diamonds, the Queen of Clubs, and one small one, and four small cards of the other suits. Lead a small trump.

2. Spadille, manille, two small Hearts or Diamonds, with the Knave and two small Clubs, and three small cards of the other suits. Lead a small trump.

3. Spadille, manille, two small Hearts or Diamonds, three small Clubs, and three small cards of the other suits. Lead a small trump.

4. Spadille, punto, King, Queen, and one small Heart or Diamond; three small Clubs, the Queen, and one Spade. Lead punto.

5. Spadille, punto, King, Knave, and one small Heart or Diamond, the Knave, and two small Clubs, and two small Spades. Lead punto.

6. Spadille, King, Queen, Knave, and one small Heart or Diamond, with the Queen, Knave, and one small Club, and two small Spades. Lead the King of trumps.

7. Spadille, Three, Four, Five, and Six of Hearts or Diamonds, King of Clubs, and one more, Queen and two small Spades; when you have the lead, play a small trump; in the second lead, play spadille.

8. Manille, basto, punto, and two small Hearts or Diamonds, three small Clubs, and the Knave and one Spade. Lead manille.

9. N. B. Manille, basto, King, and two small Hearts or Diamonds, Queen and one small Club, and three small Spades. Lead manille.

10. N. B. Manille, basto, Queen, and two small Hearts or Diamonds, Queen and two small Clubs, Knave and one Spade. Lead manille.

11. Manille, basto, with the three smallest Hearts or Diamonds, Queen and one small Club, Knave, and two small Spades. Play a small trump.

12. N. B. Manille, punto, King and two small Hearts or Diamonds, Queen, Knave, and one small Club, King, and one small Spade. Lead manille.

13. Manille, punto, Queen, and two small Hearts or Diamonds, Queen and one small Club, King and two small Spades. Play a small trump.

14. Manille, punto, and three small Hearts or Diamonds, Knave and one small Club, King, Queen, and one small Spade. Play a small trump.

15. Manille, and the four smallest Hearts or Diamonds, Queen, and one small Club, King, Queen, and one small Spade. Play a small trump.

16. N. B. Basto, punto, Queen and two small Hearts or Diamonds, King and Queen of Clubs, Queen and two small Spades. Lead basto.

17. N. B. Basto, punto, Queen, and two small Hearts or Diamonds, Queen, Knave, and one small Club, King and Queen of Spades. Lead basto.

18. N. B. Basto, punto, and three of the smallest Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small trump.

19. Basto, and the four smallest Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small trump.

20. N. B. Punto, King, Queen, and two small Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Lead punto.

21. Punto, King, and three small Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small trump.

GAMES IN BLACK CALLING A KING.

1. Spadille, manille, and two small Clubs or Spades, the Knave and two small Hearts, and three small Diamonds. Lead a small trump.

2. N. B. Spadille, manille, and two small Clubs or Spades, Queen, and two small Hearts, and three small Diamonds. Lead a small trump.

3. Spadille, manille, and two small Clubs or Spades, three small Hearts, three small Diamonds. Lead a small trump.

4. N. B. Spadille, King, Queen, and two small Clubs or Spades, with the Queen and one small Heart, three small Diamonds. Lead the King of trumps.

5. Spadille, King. Knave, and two small Clubs, Queen, and two Diamonds, two small Hearts. Play a small trump.

6. Spadille, Queen, and three small Clubs, or Spades, Queen, and two small Hearts, two small Diamonds. Play a small trump.

7. Spadille, and the four smallest Clubs, or Spades, King, and

one small Heart, Queen, and two small Diamonds. Play a small trump.

8. Manille, basto, King and two small Clubs or Spades, three small Hearts, and two small Diamonds. Lead manille.

9. Manille, basto, Queen, and two small Clubs or Spades, three small Hearts, Queen, and one small Diamond. Lead manille.

10. Manille, basto, Knave, and two small Clubs or Spades, Knave, and one Heart, three small Diamonds. Lead manille.

11. Manille, basto, and three small Clubs or Spades, Queen and two small Hearts, Knave, and one small Diamond. Lead manille.

12. N. B. Manille, King, Queen, and two small Clubs, or Spades, King, and one small Heart, Queen, Knave, and one small Diamond. Lead manille.

13. N. B. Manille, King, Knave, and two small Clubs or Spades, King, and one small Heart, Queen, and two small Diamonds. Lead manille.

14. Manille, King, and three small Clubs or Spades, Queen, and two small Hearts, King, and one small Diamond. Play a small trump.

15. Manille, and the four smallest Clubs or Spades, King, Queen, and one small Heart, two small Diamonds. Play a small trump.

16. N. B. Basto, King, Queen, and two small Clubs or Spades, Queen, and two small Hearts, King, and one small Diamond. Lead basto.

17. N. B. Basto, King, Knave, and two small Clubs or Spades, Knave and one Heart, King and two small Diamonds. Lead basto.

18. N. B. Basto, King, and three small Clubs or Spades, King and Queen of Hearts, Queen and two small Diamonds. Play a small trump.

19. Basto and four of the smallest Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Play a small trump.

20. N. B. King, Queen, Knave, and two small Clubs or Spades, King and Queen of Hearts, Knave, and two small Diamonds. Lead the King of trumps.

21. King, Queen, Seven, Six, and Five of Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Lead the King of trumps.

The cases, both in red and black, marked thus (N. B.) are very good games to play, and you have the odds on your side to win those which are not marked.

BLIND HOOKEY.

THIS is the ordinary tavern game, and consists simply in risking a stake upon it, which is won or lost by the dealer according as his own card is higher or lower than that of the player. The cards rank as at Whist, and all ties are won by the dealer. Each party has the right to shuffle, and the left-hand player cuts.

Another plan of playing is as follows : When the cards are shuffled and cut, they are divided by the youngest hand into as many portions. faces downward, as there are players. The eldest hand then gives the dealer any one of the packs, and the other players take each a portion, upon which the stakes are placed. The dealer then turns up his lot, and according as the card at bottom is higher or lower than those of his adversaries, he wins or loses. See page 484.

QUINCE.

THIS is a French game, much patronized in some parts of Europe. It is played by two persons, with a full pack of cards, and is generally liked for its fairness and simplicity. The following is the method of play usually adopted :

The cards are shuffled by both players, and when they have cut for deal, which falls to the lot of him who cuts the lowest, the dealer has the liberty to shuffle them again. Ace is lowest.

When this is done, the adversary cuts them, after which the dealer gives one card to his opponent and one to himself.

Should the dealer's adversary not approve of his card, he is entitled to have as many cards given to him, one after the other, as will make fifteen, or come nearest to that number, which are usually given from the top of the pack. For example, if he should have a Deuce, and draw a Five, which amounts to seven, he must continue going on in expectation of coming nearer to fifteen. If he

draw an Eight, which will make just fifteen, he, as being eldest hand, is sure of winning the game. But if he overdraw himself, and make more than fifteen, he loses, unless the dealer should do the same; which circumstance constitutes a drawn game, and the stakes are consequently doubled; in this manner they persevere until one of them has won the game, by standing and being nearest to fifteen.

At the end of each game the cards are packed and shuffled, and the players again cut for deal.

The advantage is certainly on the side of the elder hand.

Quince may be played by more than two players; but when a larger number play, Vingt-un is the preferable game. As in the latter game, the stake once laid cannot be withdrawn.

THIRTY-ONE

THE Germans call this game "Schnautz." It is played with an entire pack of cards, and by any number of persons under 17. Each player puts an equal stake into the pool; three cards are dealt to each, and a spare hand, in the middle of the table, which is turned up. The object of the game is to get Thirty-one, or as near it as possible, reckoning as follows: The Ace stands for 11, each of the honors for 10, and the other cards for the number of spots on them respectively: thus Ace, King, and Six of any one suit reckon 27; Ace, with two honors or one honor and the Ten, for Thirty-one; an Honor, a Ten, and a Five, for 25; and so on: but observe that all the three cards must be of one suit; and three cards of equal value, as three Kings, Tens, Fives, Twos, or Aces, are better than 30, but inferior to 31. Each player in turn, beginning at the elder hand, exchanges one of his cards for one out of the spare hand; and this goes on till some one has got Thirty-one, or stops changing. When any one gets game, or 31, he shows his hand, and takes the pool, which finishes the game. If one stops without being 31, the other players can change once more only, or till it comes to the turn of the person who stopped, and then all show their hands, and he who is nearest to 31 gets the pool. In the event of two or more being equal, the elder hand has the preference, only that three Aces, Kings, &c., rank preferably to three Queens, or lower cards.

ALL-FIVES.

This game is played with an entire pack, in the same way as All-fours. But instead of nine or eleven, sixty-one points are played for, to constitute the game, which is marked on a cribbage-board. For Ace of trumps the holder marks *four* points when he plays it ; for King of trumps, *three ;* for Queen, *two ;* for Knave. *one ;* for the five of trumps, *five ;* and for the Ten of trumps, *ten.* If the Knave, Ten, or Five be taken in play by superior cards, the points belonging to them are scored by the winner. In counting for game, the five of trumps is reckoned as five, and all the other Aces, Kings, Queens, Knaves, and Tens, are counted as in All-fours. A good deal of skill is necessary in order to play this game well : the proficient holding back a superior card to catch the Ten or Five. Trump after trick is not compulsory unless previously agreed to. The first card played by the non-dealer is the trump. The rest of the rules are the same as in All-fours. It may be played by four persons, either as partners or singly, and is a good merry sort of game.

FRENCH FOURS,

Sometimes called "*French Loo,*" is a variety of All-Fours. It is played with a pack of fifty-two cards : three cards are dealt to each player, and the pack is turned with the cards exposed, face upwards, the top card being trump. Whoever *makes* or *takes* low, Jack, or game, scores a point for each. High is of course scored by the fortunate player who has it dealt to him, or draws it from the pack. There is no "begging" in this game, but the eldest hand, *i. e.,* the player next on the left of the dealer, may lead any card he chooses, and his opponent must follow suit. After each trick the dealer distributes one card, face up, to each player, beginning with the winner of the trick. Thus each player will have three cards in hand until the pack is exhausted. The game is otherwise governed by the same laws as All-fours. Two, four, or eight may play this game with a complete pack, but when any other number engage at it, sufficient unimportant cards must be taken from the pack before

dealing, to make the deal go round without remainder. Thus—when three play, one card (usually the trey of one of the suits) must be rejected. The rejected cards must be exposed to the view of all the players. French Fours may be played with partners the same as the regular game of All-fours.

Apparently this game is more simple than All-fours, but such is not the case, for although each player may see what cards his adversary draws, yet where four play the game, a better memory and closer attention are essential than at the game of Whist.

HELP YOUR NEIGHBOR.

THIS amusing game is played with three dice, and may be played by six persons as follows:—

The players throw in regular rotation. The first player, or number one, throws 2, 4, 6, and as he has not thrown *one*, the number corresponding to his own, he scores nothing, but 6 being the highest number thrown, number six scores 6 points.

The second player now throws, and he throws 2, 3, 5; he, therefore, counts two, and helps his neighbor five to 5 points.

The third player throws, and he throws three *fours*, so he gets nothing, while his neighbor, number four, scores 4 points; the raffles counting 4 instead of 12.

Number four now plays, and throws 1, 3, 3, making nothing for himself, but 3 for number three, or the third player.

Number five being the next player, throws three fives, which counts him 5 points.

Number six throws three aces, which counts him nothing, but enables number one to score 1 point.

In this way the game proceeds until some one of the players wins the game, by making the number of points previously agreed upon.

When the game is played for a pool made up by the joint contributions of the players, the first man out wins, but if for refreshments, the last player out loses.

AMERICAN BLIND HOOKEY.

THIS game differs from the old English Blind Hookey, noticed on page 480. It may be played by a number of persons, as follows :—

Suppose a party of ten sit down to play. The dealer shuffles a full deck of cards, and cuts them into ten piles, keeping the backs up; then some one of the party points to the pile which shall be the dealer's, which he instantly takes up, but not exposing the bottom card. Each player then selects a pile for himself, and, without looking at the bottom card, places the money or counters by its side, to indicate the sum bet. The dealer now turns up his pile, showing the bottom card, and the players follow suit, which determines the result of the game, as the dealer must pay all whose bottom card is higher than his own, and wins from those whose card is of a smaller denomination, or which ties his own.

In this game the cards have their usual value, and rank as at Whist. No skill or judgment is required to play it, as it is entirely a game of chance.

ROUNCE. (CARD GAME.)

The game of Rounce, as played in the United States, is derived from the German game of *Ramsch*, and in its principal features resembles Division Loo.

Rounce is played with a pack of fifty-two cards, which rank as at Whist. The deal is determined by cutting, and the player who cuts the lowest card is entitled to the deal. In cutting, the ace is high. Five cards are dealt to each player, by two's and three's, or *vice versa*, as in the game of Euchre, and an extra hand of six cards is dealt in the centre of the table, which is called *dumby*.

The dumby must be dealt before the dealer takes the full complement of cards himself, and should be filled immediately preceding his own hand. When the cards have been dealt in the manner described, the dealer turns up the top card on the pack, which is the trump. After the first hand, the deal passes to the left. The game

consists of fifteen points, which number is scored with three crosses, in the following manner: ✕ ✕ ✕. Each cross represents five points. When a player makes one point, he rubs out the centre of the cross, thus: ✕, and when he makes another point he rubs out one of the remaining portions of the cross, and so on, until all are wiped out.

After the ceremony of the deal has been concluded, the dealer asks each player in regular succession, beginning with the eldest hand—*i. e.*, the player immediately to the left of the dealer—what he will do, whether he will stand his hand, take dumby, or decline playing for that round. The eldest hand has the first privilege of taking dumby, and if he elects to do so, he must place his hand in the centre of the table, face down, and discard one card from his new hand. If he declines to take dumby, then the option passes to the next player, and so on in succession to the dealer.

Whoever takes dumby must play it. Any player, who thinks he cannot take a trick, may decline to play his hand. When all refuse to play then the player at the *right* of the dealer, must play his hand, take dumby, or, in default of doing either, give the dealer five points. The dealer may discard any card in his hand, and take in hand the card turned up for trump.

Each trick taken in play counts one point, and if a player fail to take a trick after entering to play his hand, he is *Rounced*, that is, sent up five points.

In this game suit must be followed; but if this is not possible, a player may trump or not, at his option. The winner of a trick must lead a trump, if he can; if, however, he holds no trump, he may lead any card he chooses. If the dealer makes a misdeal, he is rounced, and loses his deal. A player is also rounced if he fails to follow suit when he can, or to lead trump after taking a trick, when it is possible for him to do so.

The German game *Ramsch* differs from Rounce in the following particulars:—1st. The game is played with a pack of thirty-two cards, the same as Euchre. 2d. A player is not compelled to lead trumps, if he has already done so twice. 3d. If a player holds no trumps, and elects to play his hand, trusting to make a trick in good cards of other suits, he may, in his proper turn, play his poorest card, *face down*, which card represents a trump, and such a lead calls for a trump from every player who holds one. In all other particulars, Ramsch is identical with the American game of Rounce.

PROPS.

THE origin of this game is uncertain, but it is played exclusively in New England, more particularly in Boston, where gaming-houses are exclusively devoted to it. It is not a banking, but a per centage game, the keeper of the table taking a certain per centage from all sums played for. In one of the most popular Prop rooms in Boston, the average per centage was said to be ten dollars an hour. The game is played with four sea-shells, about an inch in length, the convex part of the shell being cut off, and the cavity filled with red sealing-wax, thus making it flat on either side.

The players gather around a long table prepared for the purpose, and which is usually covered with green baize, when one of them takes the props, places his money upon the table, and cries, " *Set to me!*" "Ten dollars that I throw a nick"—which means that he will throw an even number, that is, two or four of either side up—if odd, he loses. The parties around the table take as much of the proposed bet as they see proper, or one may take it all, when the props are thrown, and if he wins he may continue to throw until he loses by throwing an odd number, or an "*out*" as the technical is, when the shells are passed to the next man, who proceeds as before.

SWEAT, OR CHUCKER LUCK.

THIS game is extensively played on our western rivers, upon race-fields, and at all large gatherings of men. The per centage of the game, when fairly played, is very strong, but the low gamblers who generally play it, add to its strength by skilful cheating. It is played with dice upon a cloth numbered thus :

1	2	3	4	5	6

The money bet is deposited upon these numbers, according to the choice or fancy of the player. The bets being made, the "dicer" puts three dice into a cup, shakes them up, and throws them upon the table; the numbers thrown win for the player, while the bank takes all the money not upon the fortunate numbers.

For example: If a bet be placed upon the six, and one six is thrown, the amount bet is paid—if two sixes have been thrown, the bet is paid double, and triple if three sixes have been thrown.

This constitutes the well-known game of "*Sweat*," over which many an unlucky player has *sweat* "more than the law allows."

THIRTEEN AND THE ODD.

This game is played by two persons with a full pack of fifty-two cards, which rank the same as at Whist.

The players cut for the deal, the lowest dealing first, after which the deal is alternate. In cutting, Ace is low.

The dealer then gives each player thirteen cards, one at a time, commencing with the eldest hand, and turns up the next card for trump; if a misdeal should occur, the dealer loses the deal.

The eldest hand plays first, and the tricks are played and made subject to the same regulations as in the game of Whist, and the player who first makes seven tricks wins the game. In case a player should revoke, he loses the game, provided the trick, in which the revoke occurs, has been turned.

OBSOLETE CARD-GAMES.

THERE is no authentic record of card-playing in Europe earlier than the end of the fourteenth century, though it is probable that cards were known to some few persons as early as 1350. It seems strange that it has never been satisfactorily ascertained when the most fascinating species of gambling ever invented was first introduced; strange, that it should still be doubtful whether card-playing was ingrafted from some other quarter of the world, or whether it was a European invention. It is true that there are traditions of the existence of playing-cards from time immemorial in Hindostan, where the Brahmins claim to have invented them. There is also a legend that playing-cards were invented in China, for the amusement of Seun-ho's numerous concubines in the year 1120. There is a third hypothesis, which delivers over to the gypsies the inven-

tion of cards at a remote epoch. But, granting that there is some foundation for all these theories, still the fact remains that, even if cards did exist earlier than the middle of the fourteenth century, the mode of playing with them has not survived.

The game of Primero, Prime, or Primavista, is allowed by most authorities to be the oldest known card-game. Sir John Harington, in his punning epigram " On the Games that have been in request at the Court," has the following :—

> The first game was the best, when free from crime
> The courtly gamesters all were in their prime.

According to Nares, Primero resembled a more modern game called *l'ambigu ;* but Seymour, in " The Court Gamester," published early in the eighteenth century, gives a different version. Speaking of Ombre (quadrille), he says, " It is an improvement of a game called Primero, formerly in great vogue among the Spaniards. Primero is played with six cards, Ombre with nine,—that being the material difference. As to the terms, they are mostly the same.* He who holds *cinquo primero* (which is a sequence of five of the best cards and a good trump) is sure to be successful over his adversary. Hence the game takes its denomination." Minshew, in his " Guide into Tongues," says that primero means first, and primavista first seen ; and that the game is so called " because he that can show such an order of cards first, wins."

It can hardly be doubted that Primero was a game of Spanish origin. It is said to have been introduced into England by Catherine of Arragon, or at all events by her followers. Shakspeare makes out that King Henry VIII. played at Primero. Gardiner says that he left the king " at Primero with the Duke of Suffolk.' The game was certainly fashionable in the reign of Elizabeth. Lord Burleigh seems to have occasionally indulged in a hand at Primero. A picture by Zuccaro, from Lord Falkland's collection, represents the grave Lord Treasurer playing at cards with three other persons. who from their dress appear to be of distinction, each having two rings on the same finger of both hands. The cards are marked on the face as now, but they differ from our present cards in being longer and narrower : antiquaries are of opinion that the game represented in the picture is the game of Primero.

A passage in an old play, Greene's " Tu Quoque," has been

---

* Seymour is mistaken on this point.

quoted by several writers as evidence that Primero was a gambling game : " Primero, why I thought thou hadst been so much gamester as play at it." But a person who objects to cards might make such a remark with respect to any card-game, whether a gambling game or not. Judging from the partial descriptions of the game which remain to us, it would seem that Primero might be played either for large or small stakes, as agreed on. In Florio's " Second Frutes" (1591), a very scarce book, Primero is played by two persons for " one shilling stake and three rest" (?pool). In Minshew's " Spanish Dialogues" four play ; the stake is two shillings, and the rest eight. The mode of play is but imperfectly known.

The earliest game of cards indigenous to England seems to have been the game of Trump, the predecessor of Whist. It was played at least as early as the time of Edward VI., for in the comedy of " Gammer Gurton's Needle," said to have been first printed in 1551, old Dame Chat invites two of her acquaintances to a game at trump :

> Come nere, ye be no stranger:
> We be fast set at trump, man, hard by the fyre ;
> Thou shalt set on the king if thou come a little nyer.
> Come hither, Dol ; Dol, sit down and play this game,
> And as thou sawest me do, see thou do even the same.
> There is five trumps besides the queen, the hindmost thou shalt find her.

In Decker's " Belman," published about the same period, we are told that " deceipts [are] practised even in the fayrest and most civill companies, at primero, sant, maw, trump, and such like games."

Trump is supposed to have been very like Whist. There was a group of games—Trump, Ruff, Slam, Ruff and Honors, and Whisk and Swabbers—which were closely allied, and out of which modern Whist has been born. All card-players are aware that Ruff and Trump are synonymous. In Cotgrave's " French and English Dictionary" (1611), we find "*Triomphe*, the card game called Ruffe or Trump." Ruff and Trump, however, were not identical. We find them distinguished from each other by Taylor, the water-poet (1630), in enumerating the games at which the prodigal squanders his money :

> He flings his money free with carlessnesse
> At novum, mumchance, mischance, choose ye which,
> At one-and-thirty, or at poor-and-rich ;
> Ruffe, slam, trump, noddy, whisk, hole, sant, new cut.

    *   *   *   *   *

At primifisto, post-and-payre, primero,
Maw, whip-her-ginny, he's a liberal hero ;
At my-sow-pigged ;—but (reader, never doubt ye),
He's skilled in all games, except look-about-ye.

Ruff and Honors, and Slam, and Whist, are also kept distinct from each other by Cotton, in the "Compleat Gamester" (1680). He says : "Ruff and Honors (*alias* Slam), and Whist, are games so commonly known in England in all parts thereof, that every child almost of eight years old hath a competent knowledge in that recreation ; and therefore I am unwilling to speak any thing more of them than this, that there may be a great deal of art used in dealing and playing at these games, *which differ very little one from the other.*" According to Seymour, trump is a corruption of the word triumph, "for where they [trumps] are, they are attended with conquest."

In the reign of James I., the fashionable game was Maw. James I. was himself a card-player. A pamphlet preserved in the British Museum, entitled, " Tom Tell-Troath ; or, a Free Discourse touching the Manners of the Time" (*circa* 1622), thus alludes to the King's taste for cards : " In the very gaming ordinaries, where men have scarce leisure to say grace, yet they take a time to censure your Majestie's actions. They say you have lost the fairest game at Maw that ever King had, for want of making the best advantage of the five-finger [Five of trumps] and playing the other helpes in time. That your owne card holders play bootie, and give the signe out of your owne hande."

The game of Maw differed but little from that subsequently called Five-cards ; and Five-cards again is substantially the same as the modern Irish game of Spoilt-five. It is probable that the game of Five-cards was carried to Ireland by Oliver Cromwell's army.

Gleek was reckoned a genteel game in Ben Jonson's time. It was played by three persons. It is described at great length in a book entitled " Wit's Interpreter," published in 1670.

The other principal card-games of the period were Lodam, Noddy, Bankerout, Saunt, Lanterloo, Knave-out-of-doors, and Post-and-pair. Sir John Harington mentions Lodam as succeeding Maw in court patronage. It is not known how it was played.

Noddy is supposed by some to have been the original of Cribbage. because the Knave was called Noddy. But it would seem that the game of Noddy was played for counters, and that it was fifteen or twenty-one up. In Salton's tales, a young heir is likened to "a

gamester at Noddy; one-and-twenty makes him out." Nares **says** that Noddy was not played with a board; but Gayton (Festivous Notes upon Don Quixot, 1654) speaks of Noddy-boards.

Saunt and Sant are merely corruptions of Cent, or Cientos, a Spanish game. It was named Cientos because the game was a hundred. It is supposed to have been the same as Piquet.

Lanterloo was very similar to Loo. The first mention of Lant- loo occurs in a Dutch pamphlet (*circa* 1648).

Knave-out-of-doors was probably the same game as Poore-and-rich, or as Beggar-my-neighbor.

Post-and-pair is said to have resembled the game of Commerce. It was played with three cards each; and much depended on vying, or betting, on the goodness of your own hand. A pair-royal of Aces was the best hand, and next, a pair-royal of any three cards according to their value. If no one had a pair-royal, the highest pair won, and next to this, the hand that held the highest cards. This description seems to apply more nearly to Brag than to Commerce.

In Cotton's "Compleat Gamester," we find, in addition to the games already mentioned, the following which are obsolete—Ombre, French-ruff, Costly-colors, Bone-ace, Wit-and-reason, the Art of Memory, Plain-dealing, Queen Nazareen, Penneech, Bankafalet, and Beast. Most of these defunct games were very babyish contrivances. Bone-ace, for instance, was admitted by Cotton to be "trivial and very inconsiderable, by reason of the little variety therein contained;" but, added the author, "because I have seen ladies and persons of quality have plaid at it for their diversion, I will briefly describe it, and the rather, because it is a licking game for money." The whole game consisted in this, the dealer dealt three cards to each player, the first two being dealt face downward, and the third being turned up. The biggest card turned up carried the bone, that is, half the pool, and the nearest to thirty-one in hand won the other half.

The games mentioned by Cotton, which are still practised, are all superior games; games of variety, and games into which skill largely enters. They are Piquet, Cribbage, All-fours, and Whist. Of these Whist is the king. It has been *the* game for some hundred and twenty years; and its never-ending variety, and its well adjusted complements of skill and chance, seem likely to continue it **undisturbed** possession of modern card-rooms.

THE DOCTRINE OF CHANCES.

THE object of the calculation of probabilities is to discover facts, the reality of which is unknown to us.

The probability of an event may be said to be more or less, according to the number of chances by which it may happen, compared with the whole number of chances by which it may either happen or fail.

If we, therefore, constitute a fraction, whereof the numerator be the number of chances whereby an event may happen, and the denominator the number of all the chances whereby it may happen or fail, that fraction will be the proper designation of the probability of the event. Thus, if an event has 3 chances to happen and 2 to fail, the fraction ⅗ will fitly represent the probability of its happening, and may be said to be the measure of it.

The same may be said of the probability of failing, which will likewise be measured by a fraction, whose numerator is the number of chances by which it may fail, and the denominator the whole number of chances for and against, as ⅖.

Thus the number of the two fractions representing the probability of the advent or not of an event is equal to unity. When one, therefore, is given, the other may be found by subtraction.

The expectation, that is the sum which the person who has a chance for the advent of an event is entitled to, if he resign his chance to another, is always the product of the fraction representing the probability multiplied into the sum expected.

Thus, if I have 3 chances in 5 to obtain $100, I say that my expectation is equal to the product of $100 by the fraction ⅗, and, therefore, that it is worth $60. Thus, if the value of an expectation be given, as also the value of the thing expected, then dividing the first by the second, the quotient will express the probability of obtaining the sum expected. Again, the risk of losing any sum is the reverse of expectation, and the true measure of it is the product of the sum adventured, multiplied by the loss. What is called advan-

tage or disadvantage in play, results from the combination of the several expectations of the gamesters, and of their several risks.

Thus, supposing A and B play together, and that A has deposited $5 and B $3, and that the number of chances which A has to win is 4, and the number of chances B has to win 2, and that it were required to determine the advantage or disadvantage of the players, we may reason thus: the whole sum staked being $8, and that A's chance is $\frac{4}{6}$, it follows that A's expectation is $8 \times \frac{4}{6} = 5\frac{1}{3}$, and for the same reason B's expectation is $8 \times \frac{2}{6} = 2\frac{2}{3}$.

Again, if from the respective expectations which the players have upon the whole sum deposited be subtracted the amount of their stakes, the remainder will be the advantage or disadvantage of either, according as the difference is positive or negative.

When the obtaining of any sum requires the advent of several events, independent of each other, the value of the expectation is found by multiplying together the several probabilities of happening, and again multiplying the product by the value of the sum expected. Again, when the expectation depends on the happening of one event and the failure of another, then its value will be the product of the probability of the first happening, by the probability of the second failing, and that again by the value of the sum expected. This rule is applicable to the advent or not of as many events as may be assigned.

The above considerations apply to events which are independent; and in order to avoid any obscurity in the use of the terms, dependent and independent, we beg leave to define them.

Two events are independent when they have no connection one with another, and that the happening of one has no influence upon the advent of the other. Two events are dependent when they are so connected that the probability of either happening is altered by the advent of the other.

From whence it may be inferred, that the probability of the happening of two events dependent, is the product of the probability of the advent of one of them by the probability which the other will have of arriving. This rule will extend to the happening of as many events as may be assigned.

But in the case of events dependent, to determine the probability of the advent of some of them, and at the same time the probability of the failing of some others, is a disquisition of greater difficulty, which will be more conveniently transferred to another place.

PROBLEM I.

To find the probability of throwing an ace in two throws.

The probability of throwing an ace the first time is $\frac{1}{6}$, wherefore, $\frac{1}{6}$ is the first part of the probability required. If the ace be missed the first time, still it may be thrown the second; but the probability of missing it the first time is $\frac{5}{6}$, and the probability of throwing it the second time is $\frac{1}{6}$, wherefore the probability of missing it the first time and throwing it the second is $\frac{5}{6} \times \frac{1}{6} = \frac{5}{36}$; this is the second part of the probability required; therefore the probability required in all is $\frac{1}{6} + \frac{5}{36} = \frac{11}{36}$.

PROBLEM II.

To find the probability of throwing an ace in three throws.

The probability of throwing an ace the first time is $\frac{1}{6}$. If missed the first time, the ace may still be thrown in the two remaining throws; but the probability of missing the first time is $\frac{5}{6}$, and the probability of throwing it in the two remaining throws is, by Prob. I., $= \frac{11}{36}$, therefore the probability of missing it the first time and throwing it in the two remaining times is $\frac{5}{6} \times \frac{11}{36} = \frac{55}{216}$, which is the second part of the probability required; wherefore the probability will be $\frac{1}{6} + \frac{55}{216} = \frac{61}{216}$.

By the above method it is obvious that the probability of throwing an ace in four throws is $\frac{671}{1296}$.

It is remarkable that he who undertakes to throw an ace in four throws, has just the same advantage as he who undertakes with two dice that six or seven shall come up in two throws, the odds in either case being 671 to 625; by which may be shown how to determine easily the gain of one party from the superiority of chances he has over his adversary, from the supposition that each stake is equal and denominated by unity. Let the odds be expressed by the ratio of a to b, then the respective probabilities of winning being $\frac{a}{a+b}$ and $\frac{b}{a+b}$ the right of the first upon the stake of the second, is $\frac{a}{a+b} \times 1$, and likewise the right of the second on the stake of the first is $\frac{b}{a+b} \times 1$; therefore the gain of the first is

$\frac{a-b}{a+b} \times 1$, or barely $\frac{a-b}{a+b}$ and consequently the gain of him who undertakes that 6 or 7 shall come up in two throws, or who undertakes to fling an ace in four throws is $\frac{671-625}{671+625} = \frac{46}{1296}$ is nearly $\frac{1}{28}$ part of his adversary's stake.

PROBLEM III.

To find the probability of throwing two aces in two throws, it is simply that the probability required is $\frac{1}{6} \times \frac{1}{6} = \frac{1}{36}$.

PROBLEM IV.

To find the probability of throwing two aces in three throws.

If an ace be thrown the first time, then it will only require to be thrown once in two throws; but the probability of throwing it the first time is $\frac{1}{6}$, and the probability of throwing it once in two throws is, we have seen, $\frac{11}{36}$; the probability, therefore, of throwing it the first time, and then throwing it once in two throws, is $\frac{1}{6} \times \frac{11}{36} = \frac{11}{216} =$ to the first part of the probability required.

If the ace be missed the first time, there still remains the probability of throwing twice together; but the probability of missing it the first time is $\frac{5}{6}$, and the probability of throwing it twice together is $\frac{1}{36}$; therefore the probability of both events $= \frac{5}{6} \times \frac{1}{36} = \frac{5}{216}$. This is the second part of the probability required, wherefore the whole probability is $= \frac{11+5}{216} = \frac{16}{216}$.

In like manner, the probability of throwing two aces in four throws is $= \frac{171}{1296}$; and by the same way of reasoning, we may gradually find the probability of throwing an ace as many times as shall be demanded in a given number of times.

To find any chances there are upon any number of dice, each of the same number of faces—to throw any given number of points.

SOLUTION.

Let $P + 1$ be the number of points given to the number of dice; f the number of faces in each die, make $p-f=q$, $q-f=r$, $r-f=s$, $s-f=t$, etc.

Thus, for example, let it be required to find how many chances there are of throwing 16 points with four dice, then making $P+1=$ 16 we have $P=15$, from which the number of chances required will be found.

$$+ \tfrac{15}{1} \times \tfrac{14}{2} \times \tfrac{13}{3} — \qquad = +455$$
$$- \tfrac{9}{1} \times \tfrac{8}{2} \times \tfrac{7}{3} \times \tfrac{4}{1} — = —336$$
$$+ \tfrac{3}{1} \times \tfrac{2}{2} \times \tfrac{1}{3} \times \tfrac{4}{1} \times \tfrac{3}{2} = + \quad 6$$

But $455—336+6=125$, and then 125 is the number of chances required.

COROLLARY.

All the points equally distant from the extremes, that is, from the least and greatest number of points that are upon the dice, have the same number of chances by which they may be produced; wherefore, if the number of points given be nearer to the greater extreme than to the less, let the number of points given be subtracted from the sum of the extremes, and work with the remainder, and the operation will be shortened.

Thus, if it be required to find the number of chances of throwing 16 points with four dice. Let 16 be subtracted from 28, the sum of the two extremes, 4 and 24, and the remainder will be 12; from which it may be concluded that the number of chances for throwing 16 points is the same as throwing 12 points.

PROBLEM V.

To find the probability of throwing one ace and no more, in four throws.

This case is different from the problem of the probability of throwing an ace in four throws. In the present case there is a restraint laid on the event; for whereas in the former case he who undertakes to throw an ace desists from throwing when once the ace has come up; in this he obliges himself, after it has come up, to a further trial, which is wholly against him, excepting the last throw of the four, after which there is no trial, and, therefore, from the unlimited probability of the ace being thrown once in four throws, we must subtract the probability of its being thrown twice in that number of throws. Now the first probability, it has been shown, is $\tfrac{671}{1296}$, and the second $\tfrac{171}{1296}$, from which it is evident that the proba-

bility required is $\frac{500}{1296}$, and the probability contrary, $\frac{796}{1296}$, therefore, the odds of throwing one ace, *and no more*, in four throws, are 796 to 500, or 8 to 5; and the same method may be followed in higher cases.

PROBLEM VI.

If A *and* B *play together, and* A *wants but one game of being up, and* B *two, what are their respective probabilities of winning?*

It must be recollected that the set will necessarily be ended in two games at most; for if A wins the first game, there is no need of any further trial; but if B wins it, then both parties will want but one game of being up. Whence it is certain, that A wants to win but one game in two, and that B must win twice running. Now, supposing that A and B have an equal chance of winning a game, then the probability which B has of winning the first game will be $\frac{1}{2}$, and consequently, of winning twice together will be $\frac{1}{2} \times \frac{1}{2}$ $\frac{1}{4}$, and therefore, the probability of A's winning one in two games, will be $1 - \frac{1}{4} = \frac{3}{4}$, or 3 to 1, which are the odds in favor of A.

PROBLEM VII.

A *and* B *play together.* A *wants one game of being up, and* B *two, but the chances in favor of* B *are double those of* A. *Required the respective probabilities of each.*

In this, as in the preceding problem, it is obvious that B ought to win twice running. Now, since B has two chances to win a game and A one chance for the same, B's probability of winning a game is $\frac{2}{3}$, wherefore his probability of winning twice in succession is $\frac{2}{3} \times \frac{2}{3} = \frac{4}{9}$; and consequently, A's probability of winning the set is $1 - \frac{4}{9} = \frac{5}{9}$, or 5 to 4.

Although by the above formula, we may determine the odds when two players want a certain number of games of being up, and that they have any given proportion of chances for winning a game, we annex the following table, showing those odds when the number of games wanting does not exceed six, and that the skill of the players is equal.

GAMES WANTING.	ODDS OF WINNING.	GAMES WANTING.	ODDS OF WINNING.	GAMES WANTING.	ODDS OF WINNING.
1. 2 ...	3 to 1	2. 3 ...	11 to 5	3. 5 ...	99 to 28
1. 3 ...	7 to 1	2. 4 ...	26 to 6	3. 6 ...	219 to 37
1. 4 ...	15 to 1	2. 5 ...	57 to 7	4. 5 ...	163 to 97
1. 5 ...	31 to 1	2. 6 ...	120 to 8	4. 6 ...	382 to 130
1. 6 ...	63 to 1	3. 4 ...	42 to 22	5. 6 ...	638 to 386

From the foregoing problems it appears that when A wants but one game of a set, and B two, the odds in favor of the former are 3 to 1. The accuracy of this calculation, however, has been questioned by the celebrated d'Alembert, who illustrates his position by the game of Croix ou Pile (Heads or Tail), which is too well known to need a definition.

CROIX OU PILE.

REQUIRED WHAT ARE THE ODDS OF THROWING HEADS OR CROIX IN TWO SUCCESSIVE THROWS.

The most common answer given by authors who have treated this question is, that there are four combinations.

FIRST COUP.	SECOND COUP.
Croix.	Croix.
Pile.	Croix.
Croix.	Pile.
Pile.	Pile.

In these four combinations there is only one by which the thrower loses; the odds are then 3 to 1 in his favor. If he betted in three coups, he would find eight combinations, seven in his favor, and one against him: the odds would be, therefore, 7 to 1; but, says d'Alembert, *is this correct?* For to consider only the two coups, must we not reduce to one the two combinations, which give croix the first coup; for head once thrown, the game is over; thus, then, there are really only three combinations possible, *viz.*,

Croix................. first coup.
Pile et Croix................. 1 and 2 coup.
Pile et Pile .... 1 and 2 coup.

The odds are, therefore, only 2 to 1. Again, in three coups we shall find,

Croix.

Pile.	Croix.	
Pile.	Pile.	Croix.
Pile.	Pile.	Pile

The odds are, therefore, in this case, only 3 to 1.

We invite the attention of our readers to this problem, which in the opinion of the celebrated mathematician alluded to, would go far to reform many of the methods pursued in the analysis of games of chance.

TO FIND IN HOW MANY TRIALS AN EVENT WILL PROBABLY HAPPEN.

EXAMPLE 1.—Required in how many throws one may undertake, with an equality of chance, to throw two aces with two dice.

Now the number of chances upon two dice being 36, out of which there is but one chance for two aces, it follows that the number of chances against it is 35; multiply therefore 35 by the dec. 0·7, and the product, 24·5, will show that the number of throws requisite to that effect will be between 24 and 25.

EXAMPLE 2.—In a lottery whereof the number of blanks is to the number of prizes as 39 to 1, to find how many tickets a person ought to take to make it an equal chance for one or more prizes.

Multiply 39 by 0·7, and the product will show you that the number of tickets requisite to that effect will be 27 or 28 at most. Likewise, in a lottery whereof the number of blanks is to the number of prizes as 5 to 1, multiply 5 by 0·7, and the product 3·5 will show that there is more than an equality of chance in four tickets for one or more prizes, but less than an equality in three.

REMARKS.

In a lottery whereof the blanks are to the prizes as 39 to 1, if the number of tickets in all were but 40, the proportion above mentioned would be altered, for 20 tickets would be a sufficient number for the just expectation of a single prize.

Again, if the number of tickets in all were 80, still preserving the proportion of 39 blanks to 1 prize, and consequently, supposing 78 blanks to 2 prizes, this proportion would still be altered; wherefore, if the proportion of the blanks to the prizes is often repeated, as it

usually is in lotteries, the number of tickets requisite for a prize will be always found by taking $\frac{7}{10}$ of the proportion of the blanks to the prizes.

By the following table, therefore, the number of trials necessary to make it probable that an event will happen three, four, five, etc. times will be easily found:

For a single event, multiply the number of chances
against its advent by . . . . 0·7
For a double event . . . . 1·678
For a triple event . . . . — . . . . 2·675
For a quadruple event . . . . 3·672
For a quintuple event . . . . 4·670
For a sextuple event . . . . 5·668

From what has been said it will be obvious, that although we may with an equality of chance contend about the happening of an event once in a certain number of trials, yet we cannot contend for its happening twice in a double number of trials, or three times in triple that number; and so on. Thus, although the chances are equal of throwing two aces with two dice in 25 throws, yet we can not undertake that the two aces shall come up twice in 50 throws, the number requisite being 58 or 59 times; and much less, that it will come up three times in 75 throws, the number requisite being 93 and 94; so that we cannot undertake that in a very great number of trials, the happening shall be oftener than in the proportion of 1 to 36. And therefore we may lay it down as a maxim, that events at long run will not happen oftener than in the proportion of the chances they have to happen in one trial, and if we assign any other proportion, the odds against us will increase continually.

ANALYSIS OF THE CHANCES, OR THE POINTS PRODUCED BY TWO OR MORE DICE.

With two dice it is evident that we may produce thirty-six different combinations, for each of the six faces of one may be successively combined six times with each of the six faces of the other. Therefore, with a number of dice $= n$, the number of different combinations they will produce will be 6^n.

The odds of throwing doublets, therefore, with two dice, are 35 to 1.

But we shall find—

That 3 may be thrown 2 different ways.

4	"	"	3	"	"
5	"	"	4	"	"
6	"	"	5	"	"
7	"	"	6	"	"
8	"	"	5	"	"
9	"	"	4	"	"
10	"	.	"	3	"	"
11	"	"	2	"	"
12	"	"	1	"	"

Which is evident by the following table, which expresses the thirty-six combinations:

TABLE.

2	3	4	5	6	7
3	4	5	6	7	8
4	5	6	7	8	9
5	6	7	8	9	10
6	7	8	9	10	11
7	8	9	10	11	12

Let us suppose that in the first vertical column of this table one of the dice is thrown successively upon every one of its faces, the other constantly coming up 1; in the second, that one of them comes constantly 2, and the other each of its six faces in succession, and so on, the same numbers will be found upon the same diagonal line; thus we shall find 7 is the number most often thrown with two dice, and 2 and 12 in the opposite ratio. Again, if we take the trouble of forming a table for three dice, we shall have six tables of thirty-six numbers each, the first of which will have 3 on the left side at top, and 13 at the bottom of the right side; the last will have 8 on the left side, and 18 at the bottom of the right column: thus we shall find the number of times 8 may come up is $= 6+5+4+3+2+1=21$; thus there are 15 times for 7, 10 times for 6, 6 times for 5, 3 times for 4, 1 for 3, 25 times for 9, 27 times for 10, 27 times for 11, 25 for 12, 9 for 13, 15 times for 14, 10 times for 15, 6 times for 16, 3 times for 17, 1 only for 18. Thus 10 and 11 are with three dice the most advantageous to bet in favor of, the odds in favor of their being thrown being 27 to 216, or 8 to 1.

By this method we may determine the numbers most likely to be thrown with any number of dice.

It will be obvious from the above, how essential it is to know the number of combinations of which any number of dice are susceptible, in order to avoid accepting disadvantageous bets, which is but too often the fate of those who do not reflect that all chances are in some degree submitted to mathematical analysis.

Two dice, as we have just observed, being taken together, form *twenty*-one numbers. and considered separately, will give **thirty-six** different combinations. Of the 21 coups which may be thrown with two dice, the first 6 are doublets, and can only be thrown once, as the two sixes, etc., etc. The 15 other coups, on the contrary, have each two combinations, the aggregate number of the whole being 36. The odds, therefore, of the caster throwing a given doublet, are 1 to 35; and again, of his throwing an *indeterminate* one, 1 to 5; and 1 to 17 that he throws 6 and 4, seeing that this point gives him two chances against 34.

But it is not the same with the number of points of two dice joined together; the combination of their chances is in ratio to the multitude of the different faces which can produce these numbers, and is as follows:

NUMBERS.

2		1 and 1
3		2 and 1..1 and 2
4	*may be thrown by*	2 and 2..3 and 1..1 and 3
5		4 and 1..1 and 4..2 and 3..3 and 2
6		3 and 3..5 and 1..1 and 5..4 and 2..2 and 4
7		6 and 1..1 and 6..5 and 2..2 and 5..4 and 3..3 and 4
8		4 and 4..6 and 2..2 and 6..5 and 3..3 and 5
9		6 and 3..3 and 6..5 and 4..4 and 5
10		5 and 5..6 and 4..4 and 6
11		6 and 5..5 and 6
12		6 and 6

If, therefore, we bet to throw 11 the first time with two dice, the odds are 2 to 34, and if 7, 6 to 30, there being six ways by which 7 may be thrown, and thirty against it. We must, however, observe that in the eleven different numbers which may be thrown with two dice, 7, which is the mean proportional between 2 and 12, has more chances than the others, which, on their side,

have more or less chances in their favor, as they approach the two extremes.

This difference of the multitude of chances produced by the mean numbers compared to the extreme, increases considerably in ratio to the number of dice. It is such, that if we make use of seven dice, which produce points from 7 up to 42, we shall find that we shall almost invariably throw the mean numbers 24 and 25, or those which approach the nearest to them, viz., 22, 23, 26, 27; and if, instead of seven dice, we make use of 25, which will produce numbers from 25 to 150, we might with safety bet an equal wager to throw 86 and 87.

The above remark is important, as it must tend to expose at a glance the gross imposition of those lotteries composed of seven dice, which, notwithstanding the vigilance of the police, are still to be found at country fairs and on race courses. These lotteries, for the mean numbers only, hold out an advantage inferior to the sum staked, while, on the other hand, they present the glittering temptation to the uninitiated of a large prize for the extreme numbers, which almost never come up; for to show the ruinous nature of these schemes, it will be only necessary to state, that the odds of throwing a raffle with seven dice are 40,000 to 1, while the value of the prize is not the sixth part of the risk.

A thorough knowledge of the above rules is indispensable at the game of Backgammon, and will enable the player to calculate with rapidity all the various chances it presents.

COMBINATIONS OF DICE.

A Table, showing the Number of Throws upon any Number of Dice from 1 to 9 inclusive.

FOR TWO DICE.

To have		Determinate throws.			Indeterm. throws.
2 simples		2	there are		30
1 doublet		1	" "		6

FOR THREE DICE.

3 simples		6	" "		120
1 doublet and 1 simple		3	" "		90
1 triplet		1	" "		6

FOR FOUR DICE.

To have	Determinate throws.			Indeterm. throws.
4 simples	24	there are	....	360
1 doublet and 2 simples	12	" "	....	720
2 doublets	6	" "	....	90
1 triplet and 1 simple	4	" "	....	120
1 quadruple	1	" "	....	6

FOR FIVE DICE.

To have	Determinate throws.			Indeterm. throws.
5 simples	120	" "	....	720
1 doublet and 3 simples	60	" "	....	3600
2 doublets and 1 simple	30	" "	....	1800
1 triplet and 2 simples	20	" "	....	1200
1 triplet and 1 doublet	10	" "	....	300
1 quadruple and 1 simple	5	" "	....	150
1 quintuple	1	" "	....	6

FOR SIX DICE.

To have	Determinate throws.			Indeterm. throws.
6 simples	720	" "	....	720
1 doublet and 4 simples	360	" "	....	10800
2 doublets and 2 simples	180	" "	....	16200
3 doublets	90	" "	....	1800
1 triplet and 3 simples	120	" "	....	7200
1 triplet, 1 doublet, and 1 simple	60	" "	....	7200
2 triplets	20	" "	....	300
1 quadruple and 2 simples	30	" "	....	1800
1 quadruple and 1 doublet	15	" "	....	450
1 quintuple and 1 simple	10	" "	....	180
1 sextuple	1	" "	....	6

FOR SEVEN DICE.

To have	Determinate throws.			Indeterm. throws.
1 doublet and 5 simples	2520	" "	....	15120
2 doublets and 3 simples	1260	" "	....	75600
3 doublets and 1 simple	630	" "	....	37800
1 triplet and 4 simples	840	" "	....	25200
1 triplet, 1 doublet, and 2 simples	420	" "	....	75600
1 triplet and 2 doublets	210	" "	....	12600
2 triplets and 1 simple	140	" "	....	8400
1 quadruple and 3 simples	210	" "	....	12600
1 quadruple, 1 doublet, and 1 simple	105	" '	....	12600

To have	Determinate throws.			Indeterm. throws.
1 quadruple and 1 triplet.............	35	there are	....	1050
1 quintuple and 2 simples	42	" "	....	2520
1 quintuple and 1 doublet	21	" "	....	630
1 sextuple and 1 simple...............	7	" "	....	210
1 sextuple..........................	1	" "	....	6

FOR EIGHT DICE.

2 doublets and 4 simples 10080		"	"	... 151200
3 doublets and 2 simples............. 5040		"	"	302400
4 doublets........................ 2520		"	"	 37800
1 triplet and 5 simples................ 6720		"	"	 40320
1 triplet, 1 doublet, and 3 simples...... 3360		"	"	403200
1 triplet, 2 doublets, and 1 simple...... 1680		"	"	302400
2 triplets and 2 simples 1120		"	"	100800
2 triplets and 1 doublet 560		"	"	 33600
1 quadruple and 4 simples 1680		"	"	 50400
1 quadruple, 1 doublet, and 2 simples... 840		"	"	151200
1 quadruple and 2 doublets........... 420		"	"	 25200
1 quadruple, 1 triplet, and 1 simple 280		"	"	 33600
2 quadruples 70		"	"	 1050
1 quintuple and 3 simples 336		"	"	 20160
1 quintuple, 1 doublet, and 1 simple..... 168		"	"	 20160
1 quintuple and 1 triplet............. 56		"	"	 1680
1 sextuple and 2 simples 56		"	"	 3360
1 sextuple and 1 doublet 28		"	"	 840
1 sextuple and 1 simple 8		"	"	 240
1 octuple 1		"	"	 6

FOR NINE DICE.

3 doublets and 3 simples 45360		"	"	907200
4 doublets and 1 simple...............22680		"	"	680400
1 triplet, 1 doublet, and 4 simples......30240		"	"	907200
1 triplet, 2 doublets, and 2 simples 15120		"	"	272160
1 triplet and 3 doublets 7560		"	"	454600
2 triplets and 3 simples 10080		"	"	604800
2 triplets, 1 doublet, and 1 simple...... 5040		"	"	907200
3 triplets....................... 1680		"	"	 33600
1 quadruple and 5 simples 15120		"	"	 90720
1 quadruple, 1 doublet, and 3 simples .. 7560		"	"	907200

To have	Determinate throws.		Indeterm throws.
1 quadruple, 2 doublets, and 1 simple ..	3780 there are	....	680400
1 quadruple, 1 triplet, and 2 simples....	2520 "	"	453600
1 quadruple, 1 triplet, and 1 doublet ...	1260 "	"	151200
2 quadruples and 1 simple........... .	630 "	"	 37800
1 quintuple and 4 simples............	3024 "	"	907200
1 quintuple, 1 doublet, and 2 simples...	1512 "	"	272160
1 quintuple and 2 doublets	756 "	"	 45360
1 quintuple, 1 triplet, and 1 simple.....	504 "	"	 60480
1 quintuple and 1 quadruple.......:..	126 "	"	 3780
1 sextuple and 3 simples	504 "	"	 30240
1 sextuple, 1 doublet, and 1 simple.....	252 "	"	 30240
1 sextuple and 1 triplet	84 "	"	 2520
1 sextuple and 2 simples.............	72 "	"	 4320
1 sextuple and 1 doublet	36 "	"	 1080
1 octuple and 1 simple...............	9 "	"	 270
1 noncuple	1 "	"	 6

Table showing the Number of different Ways in which a certain Number or determinate Point may be thrown with any Number of Dice, from 1 to 9 inclusive.

WITH TWO DICE.

There are

  1 throws which give 2 or 12
  2   "   "   3 or 11
  3   "   "   4 or 10
  4   "   "   5 or 9
  5   "   "   6 or 8
  6   "   "   7

WITH THREE DICE.

There are

  1 throws which give 3 or 18
  3   "   "   4 or 17
  6   "   "   5 or 16
  10   "   "   6 or 15
  15   "   "   7 or 14
  21   "   "   8 or 13
  25   "   "   9 or 12
  27   "   "   10 or 11

WITH FOUR DICE.

There are

  1 throws which give 4 or 24
  4   "   "   5 or 23
  10   "   "   6 or 22
  20   "   "   7 or 21
  35   "   "   8 or 20
  56   "   "   9 or 19
  80   "   "   10 or 18
  104   "   "   11 or 17
  125   "   "   12 or 16
  140   "   "   13 or 15
  146   "   "   14

WITH FIVE DICE.

There are

  1 throws which give 5 or 30
  5   "   "   6 or 29
  15   "   "   7 or 28

There are

35	throws which give		8 or 27
70	"	"	9 or 26
126	"	"	10 or 25
205	"	"	11 or 24
305	"	"	12 or 23
360	"	"	13 or 22
480	"	"	14 or 21
561	"	"	15 or 20
795	"	"	16 or 19
930	"	"	17 or 18

WITH SIX DICE.

There are

1	throws which give		6 or 36
6	"	"	7 or 35
21	"	"	8 or 34
56	"	"	9 or 33
126	"	"	10 or 32
252	"	"	11 or 31
456	"	"	12 or 30
756	"	"	13 or 29
1161	"	"	14 or 28
1666	"	"	15 or 27
2247	"	"	16 or 26
2856	"	"	17 or 25
3431	"	"	18 or 24
3906	"	"	19 or 23
4222	"	"	20 or 22
4332	"	"	21

WITH SEVEN DICE.

There are

1	throws which give		7 or 42
7	"	"	8 or 41
28	"	"	9 or 40
84	"	"	10 or 39
210	"	"	11 or 38
462	"	"	12 or 37
917	"	"	13 or 36
1667	"	"	14 or 35

There are

2807	throws w'ch give		15 or 34
4417	"	"	16 or 33
6538	"	"	17 or 32
9142	"	"	18 or 31
12117	"	"	19 or 30
15267	"	"	20 or 29
18327	"	"	21 or 28
20993	"	"	22 or 27
22967	"	"	23 or 26
24017	"	"	24 or 25

WITH EIGHT DICE.

There are

1	throws w'ch give		8 or 48
8	"	"	9 or 47
36	"	"	10 or 46
120	"	"	11 or 45
330	"	"	12 or 44
792	"	"	13 or 43
1708	"	"	14 or 42
3368	"	"	15 or 41
6147	"	"	16 or 40
10480	"	"	17 or 39
16808	"	"	18 or 38
25488	"	"	19 or 37
36688	"	"	20 or 36
50288	"	"	21 or 35
65808	"	"	22 or 34
82384	"	"	23 or 33
98813	"	"	24 or 32
113688	"	"	25 or 31
125588	"	"	26 or 30
133288	"	"	27 or 29
135954	"	"	28

WITH NINE DICE.

There are

1	throws w'ch give		9 or 54
9	"	"	10 or 53
45	"	"	11 or 52

There are			
165 throws w'ch give	12 or 51
495 " "	13 or 50
1287 " "	14 or 49
2994 " "	15 or 48
6354 " "	16 or 47
12465 " "	17 or 46
22825 " "	18 or 45
39303 " "	19 or 44
63999 " "	20 or 43
98970 " "	21 or 42

There are			
145899 throws w'ch give	22 or 41
205560 " "	23 or 40
277469 " "	24 or 39
359469 " "	25 or 38
447669 " "	26 or 37
536569 " "	27 or 36
619369 " "	28 or 35
689715 " "	29 or 34
740619 " "	30 or 33
767394 " "	31 or 32

By the following simple method we shall discover the number of throws upon any number of dice, reckoning those only once which may occur in more ways than one.

Suppose $P=6$; and the number of points for one die will be $=P$; for two dice, $=P \times \dfrac{P+1}{2}$; for three dice, $=P \times \dfrac{P+1}{2} \times \dfrac{P+2}{3}$;

for four dice, $=P \times \dfrac{P+1}{2} \times \dfrac{P+2}{3} \times \dfrac{P+3}{4}$; for five dice, $=P \times \dfrac{P+1}{2} \times$

$\dfrac{P+2}{3} \times \dfrac{P+3}{4} \times \dfrac{P+4}{5}$, etc., or 6, 21, 56, 126, 252, and so on, for any number of dice.

RAFFLE.

ODDS ON A RAFFLE, WITH NINE DICE, OR THE HIGHEST IN THREE
THROWS WITH THREE DICE.

It is	you do not throw	It is		you do not throw
10077695 to 1	54	39		42 or more.
1007768 to 1	53 or more.	very near 39½ } to 1	
183229 to 1	52 "	24½ to 1	41 "
45809 to 1	51 "	15¾ to 1	40 "
14093 to 1	50 "	10½ to 1	39 "
5032 to 1	49 "	7⅐ to 1	38 "
2016 to 1	48 "	very near 5 to 1	37 "
886 to 1	47 "	3½ to 1	36 "
422 to 1	46 "	2⁶⁄₁₁ to 1 }	
215 to 1	45 "	or 28 to 11 }	35 "
116 to 1	44 "	11 to 6	34 "
66 to 1	43 "	9 to 7	33 "

It is exactly equal that you throw 32 or more.

THE FOLLOWING IS A GUIDE TO ANY PERSON INCLINED TO SELL OR BUY A CHANCE.

It is 1 out of 3 you do not throw 36 or more.

1	"	4	"	"	"	37	"
1	"	5	"	"	"	38	"
1	"	8	"	"	"	39	"
1	"	11	"	"	"	40	"
1	"	17	"	"	"	41	"
1	"	28	"	"	"	42	"
1	"	47	"	"	"	43	"
1	"	81	"	"	"	44	"
1	"	150	"	"	"	45	"
1	"	293	"	"	"	46	"
1	"	613	"	"	"	47	"

EXPLANATIONS OF THE FOREGOING TABLE.

Suppose a prize put up worth $20, that one person throws forty-six, and there are eight more to throw; in the table you will find that one out of eleven has a right to throw forty; therefore his chance is worth one-half of the prize and $\frac{3}{11}$ of the other half, equal to $12.73, within a very small fraction.

CASES OF CURIOSITY.

It is 1585 to 1 you do not throw 47 neither more nor less.

807	to 1	"	"	46	"	"
440	to 1	"	"	45	"	"
255	to 1	"	"	44	"	"
156	to 1	"	"	43	"	"
100	to 1	"	"	42	"	"
68	to 1	"	"	41	"	"
48	to 1	"	"	40	"	"
35	to 1	"	"	39	"	"
7	to 1	"	"	38	"	"
21	to 1	"	"	37	"	"
$17\frac{3}{4}$	to 1	"	"	36	"	"
$15\frac{1}{4}$	to 1	"	"	35	"	"

DECISIONS ON WAGERS.

I. Does a man betting on a certainty lose the bet? If so, does a man who warns the other party that he *knows* he is right, lose the bet? In poker, does a man betting on a hand of four aces lose the stakes? *Answer.*—In betting, the party who establishes his proposition wins against the party who does not. Knowledge is entitled to its reward, and ignorance is amenable to its penalty. There is *certainty* underlying every positive proposition, and nothing invalidates a bet but a fraud which deprives a party of any chance to win. In all other descriptions of "*sure things*," a party has a chance *to be right;* and he, consequently, has no right to quibble if he is wrong. A man *may* have the good fortune to hold four aces; and consequently, that hand will always sweep the board, when not fraudulently obtained.

II. Can a side bet made on a race be drawn by either party after it is started and before it is decided? *Answer.*—It cannot be drawn by either party, after it is confirmed by the deposit of the money. Mutual consent alone can dissolve it. Only under certain circumstances, and then in regular form, can one party to a bet make it void, as follows: If a bet has been contracted, and on the day of the race one of the betters is absent, the other may declare the bet in public, in presence of the judges, *before the race commences*, and demand whether any body will make the stake good for the absent man. If no one does so, the bet may be declared void.

III. Is there a rule governing a bet, where a party bets his horse can trot one mile in a specified time, nothing being said at the time of the bet how many trials he is to have? *Answer.*—There is no specific rule in the printed code for the government of this question, but there is a rule of reason, and of custom, the "common law" of the case, which is that the performer shall have but one trial, unless he stipulates for more.

IV. A throws eleven in a raffling. C bets B will beat it, and B throws eleven. Does C lose his bet or win it? *Answer.*—He loses; the tie is not answering to his proposition. The eleven was thrown before, and to *beat* eleven it is manifest a higher number must be got. But when a man says: I'll beat *you*, before the other party has thrown, a tie makes the bet a stand-off. Thus, if A and B

throws dice, and C, in advance of the result, bet A that B will beat his (A's) throw; then A takes the converse of C's proposition, and by the acceptance of the wager, virtually bets that he will beat B.

V. A bets that the time of his watch is nearer the City Hall clock than B's; they look at the clock, and B's watch is exactly right, A's being a few minutes slow; but A says he wins anyhow, his watch being a little nearer to the City Hall than B's, as A was standing about two yards nearer to the City Hall than B. Who wins? *Answer.*—B wins, of course. A's claim upon such a quibble is very disgraceful. No bet can be decided in favor of a *catch*.

VI. A offers to bet B that he can beat him at a game of billiards. B says: "Will you pay if you bet?" "Of course," says A. The game progresses. A beats, and asks from B the payment of the bet. B refers to the wording of the bet, asserting thereby he could not lose, nor could he win and, therefore, it is no bet at all. Who has won the bet, A or B? *Answer.*—A wins. B cannot escape the consequence of losing the game by a verbal quibble in the bet.

VII. In playing a game of poker, before dealing, A bets B that he don't hold a pair before the draw that beats a pair of fours. B accepts and shows three fours. Who wins? *Answer.*—We hold that B wins the bet. The true intent of it was, that B would not have cards to beat a pair of fours.

VIII. Is a bet binding when no money is put up? *Answer.*—A bet made is binding whether the money is up or not. But, when the money is up, the bet is said to be a confirmed bet. A confirmation of the bet is not necessary to its validity, but either of the parties may require the bet to be confirmed by staking, and if the other *refuses*, it may be declared off.

INDEX.